

Born In A Time Of Twilight And Decay

The Yuyan/Sejima Development Document

By Heroin Chic-Fil-A



Zigong asked about governance. The Master said, 'Provide people with adequate food, provide them with adequate weapons, induce them to have faith in their ruler.'

Zigong said, 'If you had no choice but to dispense with one of those three things, which would it be?'

'Dispense with weapons.'

'If you had no choice but to dispense with one of those two things, which would it be?'

'Dispense with food. From ancient times there has always been death. If the people do not have faith, the state cannot stand.'

Chapter 1: Introduction

Manchukuo, despite its propaganda's perverse interpretation of self-determination and pan-racial harmony, is not a real state. It is a Japanese colony, administered by Japan, controlled by Japan, whose fortunes and fate are tied with Japan. Nevertheless, there must remain the fantasy which provides its legitimacy. That legitimacy came with a national figure, a standard around which the five races in this one union could rally: the figure of **Puyi, the Kangde Emperor**, and the Aisin-Gioro dynasty.

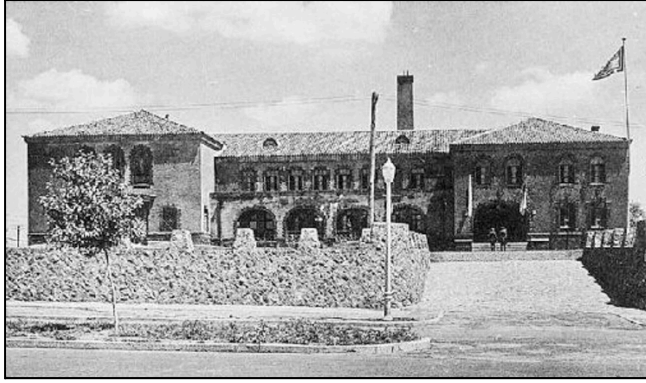
Though the dream of a China reunited under the Qing has been long dashed, if it was ever a meaningful dream, the alleged leadership of the Aisin-Gioro dynasty provides Manchukuo with an established lineage. This was not some province carved out of China arbitrarily, like Guangdong twenty years later: this is a successor to a virtuous government, and its co-existence with the same government that deposed it proved the potential for harmonious international relations made possible by the Co-Prosperity Sphere.



Yet the ostensible rule of a monarch in the Empire of Manchuria cannot be mistaken for anything other than a smokescreen to cover Japanese domination. But such a state of affairs cannot last for long, for some in this new state will rise to demand that it live up to its promises. The 1950s in Manchukuo were marked by what was known as the Great Compromise, born of great internal strife, when the state attempted to balance the needs of both the native Sovereignists and the foreign Bureaucrats. By 1963, this Great Compromise breaks. With the attack on the Pan-Asian Economic Conference and the resignation of Ruan Zhenduo, PM and broker of this compromise, Manchukuo finds itself only able to walk one path.

This document will focus on one potential future for Manchukuo: the victory of the Sovereignists. With the ascension of Aisin-Gioro Yuyan to the office, Manchukuo finds itself navigating its own sense of sovereignty and identity, finally tackling the problem of whether this constructed nation can be made truly legitimate. Within this new direction are two routes for the future: one imperial, one libidinal.

The first is in **Aisin-Gioro Yuyan**. In our world, the Aisin-Gioros were deposed again by the Red Army, and Yuyan lived the rest of his life as a private citizen in the People's Republic of



China. Whatever feelings he had about the loss of the throne—his throne, perhaps, being a pretender to it—are not recorded. In the world of The New Order, however, we portray Yuyan as wholly guided by that legacy. Though no longer a near-claimant to the throne, he sees in his new position as Prime Minister a chance to live up to the dream of his forebears: a state of virtue, led by

virtuous men, in which only virtue can exist. Yuyan's Manchukuo is one which seeks to build a Confucian state, no matter that the rest of Manchukuo, and the rest of China, [has already moved on](#).

The other path lies with **Sejima Ryuuzo**. A former general of dubious competence and businessman tied with far-right causes and an interest in colonial apologia, The New Order sees him applying his talents for networking and persuasion in a new and terrifying direction. While a general of the Kwantung Army himself in this world, Sejima has formed his own circle of influence among the collaborators, chief among them being **Takagi Masao (Park Chung-hee)**. The Sejima Machine seeks to embolden these collaborators, installing them into positions of power so that they might elevate the power of the man at its core, while forging a new national identity in blood and fire. The state itself shall be transformed by their victory; it shall become consumed by libidinal impulse, tinged by the bloodlust of its officer-governors, and suffer an endless hunger for economic growth with no regard for life or decency. Sejima's Manchukuo is a state corrupted by one man, leashing its people to the wheel of desire.

The Not-So-Great Compromise

- Estimated timeframe: Feb 1963-Aug 1965
- A three-stage introductory arc focused on the machinations of Yuyan and Sejima
- Both men have entered into an alliance of convenience to remove Katakura
- Both men remain together, ostensibly to help properly rebuild the nation
- In the first act, 'A Comedy Of Manners', they focus on ousting Katakura from his position
- In the second act, 'The Not-So-Great Compromise', they build up their power bases
- In the third act, 'The Midnight Hour', they go to war against each other after Puyi's death
- This introduces the player to both routes, lets them understand what to expect of each one
- The player lays a foundation for the next few years, good or bad

The Golden Age

- Estimated timeframe: Sep 1965-Sep 1970
- The bulk of content occurs here, with the successful candidate free of their rival
- No major crises occur, because they're all in hibernation, waiting for an opportune moment
- However, Japan's presence is still felt through the arrival of Tsuji Masanobu in the KLT
- Described as something of a 'golden era' for the relevant candidate, where they are most free
- In Yuyan's route, these are the Years of the Golden Throne
- In Sejima's route, these are the Years of the Charnel Throne

The Bleeding Age

- Estimated timeframe: Oct 1970-Oct 1972
- With the government preoccupied with itself, NAJUA has been slowly building up its strength
- Once the Oil Crisis hits, Japan starts to demand an incredible amount of oil from Manchuria, and will accept nothing but 100% compliance
- Fortunately, Manchuria has massive oil deposits that can at least alleviate a lot of pressure faced by them and Japan...
- ...until NAJUA suddenly blow up an oil tanker, tearing a hole in whatever safety net Manchuria had in the Oil Crisis
- The country is suddenly aflame as NAJUA and the DSF launch a massive wave of attacks designed to cripple the government and open the door to revolution
- The player must weather this storm and suppress the attacks in Courts Of Hell while rebuilding the state in the Manchurian Theatre
- In both routes, the finale is the same: Manchukuo regains the upper hand and assassinates a prominent NAJUA officer to rout the partisans
- Failure to suppress NAJUA results in them destroying the Sartu oil fields, permanently crippling Manchukuo and resulting in a near-permanent insurgency

Chapter 2: Bad Cover Version



*'cause every touch reminds you of just how sweet it could have been.
And every time he kisses you, it leaves behind the bitter taste of saccharine.*



Yuyan
The Babysitter



Puyi
The Failure

It's a new day in the Empire of Manchukuo. Yuyan, the moral heart of the Aisin-Gioro dynasty, has been elevated to the office of Prime Minister after Ruan Zhenduo's disastrous Conference. Though the old institutions bristle and rage against his administration, his rule has been verified and approved by the Japanese Empire. The Sovereignists finally have the power to shape Manchukuo, and not stamp their own approval over the bureaucrat's plans. Of course, many of the honourable Yuyan's plans run against the passive and bitter nature of the Kangde Emperor—the man he is bound by filial piety to honour.

But none bristle and rage as loud as Katakura Tadashi. Fearing the weakness of the Aisin-Gioro, and secretly raging at a future of greater power for the Kwantung denied by a Sovereignist victory, Katakura's grip on reason and patience slips each day. Watching this unfold is his least trustworthy deputy, Sejima Ryūzō, who watches his mad ravings and sees within them the seeds of a future conflict: one which he can exploit to grab power for himself.

Yuyan and Sejima form the basis of the Not-So-Great Compromise, a secret agreement to remove Katakura from his position and replace him with Sejima, in exchange for a Kwantung Army agreeable to Sovereignist rule. While they achieve this goal in Yuyan's first year, it is his second year that presents a greater problem: when an already brittle Compromise breaks, can the resulting power struggle remain peaceful, or shall it always end in fire and tanks on the streets?

The Hangover

Foci

Government

- Forpol duplicated from Gu's tree: in the north, support either Amur or Chita; in the south, get Hitachi into Guangdong
- Solidify the position of the monarchy and the Privy Court in this new administration
- Promote Concordian participation in the bureaucracy at the lower levels (service guarantees promotion!) and middle levels (promoting loyal managers)
- Deal with the two most pressing problems in the state: OH&S and wage and price controls (technically economy, but dealt with here)

Economy

- Audit Mangyo's assets, locate the deadweight and sell it to interested parties that will further our goals (local bougies for Yuyan, Sphere banks for Sejima)
- Lay the foundations for the depowering of Mangyo by empowering a growing local middle-class (Yuyan) or preparing to take greater control of Mangyo (Sejima)
- Mangyo's still around even with the above, so decide on a new director and decide on production targets for this new five-year plan
- Decide on how Mangyo and the government will handle trade: will Yuyan implement light protectionism to help develop local industry and make Japan really mad, or will Sejima push for EOG and crank out cars and steel for the Sphere?
- Refocus industrial production from a focus on military production to civilian production
- Implement agricultural reform, using Manchurian (But Mostly Japanese) Excellence In Engineering And Science to outpace SEA's growing agricultural output
- Subsidise the growth of local landowners' farms, using Mangyo resources in a pilot program to aid their development (and carefully starting to peel away settler land)

Security

- Develop the Manchurian Imperial Army, giving them better equipment and cutting the leash from at least one special forces unit
- Once Katakura is gone, heavily modify the 1955 National Defense Law to grant the MIA operational independence
- Launch operations against the communist partisans to assert your authority, and look into the Conference attack
- Subvert (Sejima) or 'uplift' (Yuyan) the NNSC and religious societies to nullify them as a subversive presence

- Deal with the underworld by increasing police presence; this includes both criminal organisations and labour unions

Arcs

Yuyan & Puyi

- Yuyan is Henry Higgins and Puyi is Eliza Doolittle in this uniquely Manchurian adaptation of Pygmalion
- Yuyan attempts to get Puyi to properly fulfil his role as the venerable, virtuous sovereign
- In his attempts, Yuyan acts in a way I will describe as 'paternalism from below'—think of a really annoying child telling his parents how to act, but in a nominally polite and respectful way
- Naturally, Puyi fucking hates this, as he sees it as a form of condescension, but one that, if followed, solidifies his position and grants them greater power
- Yet Puyi is too busy screaming and abusing his servants to do anything virtuous, despite Yuyan's best attempts
- Wanrong, meanwhile, is so fucked up on opium that Yuyan fails even harder to convince her to crawl out of her cave
- The two won't be in the same room together, and the one time Yuyan tries this, it blows up in their faces completely
- When Katakura leaks Puyi's Syphilis diagnosis, the Kangde Emperor is *furious* that his horrible condition was actively concealed by Yuyan, who insists that he wanted to break the news to him at a time which was most suitable
- As the years progress, Puyi withdraws emotionally from everyone around him, culminating in spurning Yuyan and Pujie (the last two people he cared for) given their roles in concealing his diagnosis

Yuyan & Pujie

- Told directly from Pujie's perspective, this tells the story of Pujie and how he reacts to Yuyan
- Like Puyi, Yuyan's treatment of Pujie is 'paternal from below', although Pujie takes it a bit more in stride and does generally respect Yuyan's advice
- Yuyan is subconsciously guiding Pujie towards the throne, and Pujie is subconsciously pushing Yuyan to deliver more to him—both sides unaware that they're using each other, blinded as they are by the rites and rituals
- In the second year, with Katakura's leaking of Pujie's diagnosis, Yuyan will, to save the court from humiliation push for Pujie to lead the suppression of Puyi's Syphilis diagnosis
- Pujie will *hate* this, although he'll be decent at it, and this will become the first break in their relationship

Yuyan & Sejima

- This is the story of two men joined by mutual interest, the bonds they form, and the bonds that shatter
- Mutual distrust of Katakura forms the initial connection, even as they use each other in their quest for greater power
- Yuyan, as a self-proclaimed honourable man, finds Sejima a boorish peddler in uniform
- Sejima finds Yuyan an uptight LARPer, too self-serious to take seriously
- But their plot to remove Katakura finds them the opportunity to bond, and in that bond Sejima's semi-conscious inclination towards corruption reveals itself
- Towards the end, Yuyan is drinking with Sejima, one foot off the cliff into depravity
- It takes an intervention from *Puyi* of all people that shocks Yuyan out of his stupor, and commits him to ridding Manchukuo of Sejima's influence as well
- This arc is a moment of weakness for both sides—for Yuyan to fall so far, and for Sejima to not realise that's someone who can be fully controlled
- But their respective victories reinforce their own delusions—for Yuyan, his incorruptibility; for Sejima, his infinite capacity for persuasion

Sejima & Park

- Told in a mixture of perspective, this arc focuses on the relationship between Sejima Ryuzo and Park Chung-hee (Takagi Masao)
- Both men publicly hold each other in high esteem, and work together on a variety of military matters and business ventures
- However, Sejima takes their relationship for granted; he's not dismissive of Park, but he sees Park as a favoured subordinate and not a valued friend
- Park, meanwhile, views Sejima as an inspiration; he is the kind of man that Park believes Manchukuo needs: clear-sighted and development-minded
- The two often bond about their shared distaste for the monarchy, although there's always a tension between Park's genuine commitment to a higher cause and Sejima's semi-conscious manipulation of Park

Sejima & Katakura

- Told primarily from Sejima's perspective, this arc features Katakura in his last year
- Katakura has avoided an immediate retirement by citing the disastrous security situation culminating in the PAEC attack, but Japan's patience with him is thin
- Sejima always finds Katakura in the middle of spiralling, panicked and frustrated by Yuyan's continued victory
- Sejima uses this opportunity to manipulate Katakura from within, pretending to go along with his increasingly weak schemes
- Towards the end, Katakura gives into paranoia and starts suspecting Sejima—at which point, it'll be too late

- Once Katakura is officially recalled, he melts down in front of Sejima, only to gather mid-meltdown that Sejima had a starring role in his downfall
- Katakura fades from the narrative once he is sent back to Japan, though his presence continues to be felt in the frustration of the remaining Kwantung Army

The Plotting

A Comedy Of Manners

- Shortly after an official meeting with Katakura, Sejima arrives unprompted at Yuyan's office with a bottle of whiskey
- There, in the fires of intoxication, the pair form an alliance to remove the old marshal from his position
- Yuyan focuses on pressure from above, using his position to pressure the Kwantung by questioning their procedures, limiting their jurisdiction, etc.
- Sejima focuses on pressure from below, going behind Katakura's back to cut him off from his base of support through persuasion, intimidation and straight up bribery
- While there are regular events detailing this relationship, there are three 'flashpoints'
- The first is a friendly fire incident in a western base, where a Kwantung soldier shot an MIA junior officer in a joint exercise; Yuyan works to punish the soldier responsible
- The second is the exposure of a meth smuggling ring hopping the northern border; Sejima arranges for the arrest of the soldiers on treason charges
- The third is a regular meeting between Kwantung command and IJA high command; Katakura makes pointed accusations against which Yuyan must defend
- At the end, Katakura is pushed into attempting to put down a riot in Outer Manchuria, which Yuyan and Sejima rig so that he is forced into crossing into Uraijo
- The resulting panic forces Japan's hand and they order Katakura's recall, effective immediately
- Sejima uses the opportunity and his contacts to receive the entire Kwantung Army for his efforts
- But as one last insult on the way out the door, Katakura leaks Puyi's confidential diagnosis of tertiary Syphilis to the press, revealing that he has but a few years left to live

A Tragedy Of Manners

- A meeting shortly after Katakura's recall quietly confirms what both Yuyan and Sejima knew all along: that this Not-So-Great Compromise isn't going to last
- Both men start plotting to remove each other from power in a long-term scheme; they expect that they won't be able to permanently remove the other for a few years

- On the surface, however, everything is perfectly fine, the MIA and the Court are working together to usher in a new age of prosperity for this glorious state
- No general arc during this year, but instead a series of little story arcs which we will trick players into thinking that they'll all gradually coalesce into a climax (instead of what actually happens, which is Puyi getting shot out of nowhere)
- On Yuyan's side, Puyi grows increasingly distant and contemptuous of Yuyan, while Pujie enters into the seedy side of governance with great concern and reluctance
- On Sejima's side, Park and his friends grow increasingly greedier and more violent, with Sejima gladly propelling their base impulses onwards

The Midnight Hour

- Puyi gets shot, packwatch
- The shooter is quickly found and killed: an NNSC agent and republican who went rogue after the co-opting of that organisation by the monarchist government
- Things get much more complicated, however, when Yuyan and Sejima's spymasters start pulling in info on the agent and the circumstances of this assassination
- Kawashima reveals that the gun used in the assassination was taken directly from Mukden Arsenal—part of Sejima's gun smuggling ring that they thought he'd dealt with
- Takagi reveals that the NNSC agent was in contact with a NAJUA officer: Aisin-Gioro Xiandong, once thought to be dead and who went uninvestigated as a result
- Two years of politeness masking scheming blows up as both sides of this conflict accuse each other of treason, at the same time that violence starts ramping up
- This next month is a massive campaign against banditry on the surface, but there's so many friendly fire incidents that it devolves into a brief shooting war between Yuyan and Sejima's forces
- If Yuyan wins, they successfully tie Sejima to the assassination; he throws Park under the bus to survive, but has to flee to the Home Islands in disgrace
- If Sejima wins, Park coups the government and blames the Aisin-Gioros for the chaos and the assassination, ushering in a republic free of their malign influence

Chapter 3: Don't You Want Me Anymore?



*You're gonna love me more than ever, and the sun will shine again.
And I will kiss your face, and I will make you smile again.*



Yuyan
The Nobleman

The Aisin-Gioro are an orphaned dynasty. Torn from their beloved Qing by the damnable Guomindang, they were given a second lease on life by the intervention of Japan and the founding of Manchukuo. Only a fool would think this was anything more than a branding exercise, a local face on a foreign colony.

But the situation has changed. The Aisin-Gioro have twice manoeuvred against their foes: first, the bureaucrats and their puppet in Gu; then against the demon Sejima and his puppets in the MIA. They have proven themselves worthy to rule in their own right, and they have so many plans for Manchukuo.



Pujie
The Emperor

Though Japan holds their leash, the Aisin-Gioro are finally free in their own Empire, to pursue their own vision for the state. At the heart of this new vision is the Empire's Prime Minister, Yuyan. An Aisin-Gioro of great virtue, he seeks reactionary reform for Manchukuo: a return to Confucian values and a revival of Manchurian nobility; moral governance that inspires the people towards a moral life. Sitting above him is the new Chengtian Emperor, Pujie; brother of the late Kangde Emperor and a syncretic follower of Confucianism and Pan-Asianism. Though filial piety demands Yuyan respect and observe Pujie's dictates, their disagreements simmer beneath the surface of the court.

They will resolve this, and they shall resolve it amicably, but it shall only be when Manchuria burns.

Introduction

- It is the year 1965, and it is the first year of the Chengtian Emperor's glorious rule
- Yuyan and Pujie's position has solidified, and they have purged from the state all internal opposition...
- ...well, save for Tsuji Masanobu, and Sakomizu Hisatsune, and all the rebels and rogues that want them dead
- Still, times are good for the monarchy, which has proven itself capable of governing in Japan's eyes
- The themes to deal with in this route are...
 - **Tradition:** While not officially a descendant of the Qing Empire, Yuyan and Pujie both believe they are the heirs of its legacy and seek to uphold it wherever possible. While Manchukuo as a nation-building project for Japan was marked by modernity and a gaze towards the future, the monarchy under the Chengtian Emperor will be one marked by nostalgia, with all eyes firmly fixed on the past. The question that haunts this route, however, is whether these traditions shall be modernised under Pujie or whether Yuyan shall usher in a new age of traditional values, one in which the words of the past guide a nation once of the future...
 - **Family:** Nothing is more important to Yuyan and Pujie than family. This is all well and good, save for the fact that both men are in command of one of the largest countries in Asia. Still, they remain devoted to those within their name and their dynasty, and the player will experience that devotion through constant attention paid to those with the Aisin-Gioro name—at the expense of the rest of the country.
 - **Detachment:** No matter how much value they put into the welfare and wellbeing of the people, Yuyan and Pujie's court exists above from and separate to the people they govern. They view the world from a high throne, and with each passing year the throne grows higher. Soon, they won't know what conditions are like on the ground; by that point, they'll convince themselves they don't need to.
 - **Sovereignty:** The ever-present theme in Yuyan's and Sejima's Manchukuo, this route prominently features the question of 'can Manchukuo ever become a sovereign nation, one capable of commanding its own destiny?' The answer is no. Whether Pujie and Yuyan can fix this is left for TNO2, but in TNO1, they shall find themselves running up against a brick wall in their attempts to chart a new course for Manchukuo, one neither set nor modified by Japan.

The Years Of The Golden Throne

Gameplay

Overall Goals

- Build self-sufficiency in every sector
- Reduce dependency on foreign trade
- Sway as many groups as possible to your cause

National Spirits

- General: The Chengtian Emperor
- Government: A Virtuous Court
- Economy: Give Me A Hundred Honest Men
- Culture: What Does The Master Say?
- Security: The Emperor's Finest

Cabinet

- Head of State: Pujie
 - The Beloved Emperor: Authenticity above 50% reduces Base Demand.
- Head of Government: Yuyan
- Foreign Minister: Saga Hiro
- Economy Minister: Han Yunjie
- Defense Minister: Gobulo Runqi

Manchurian Theatre

-

Touring Production

-

Courts Of Hell

-

Set Design

-

Foci

Government

- Merging the roles of the Concordia Association and the bureaucracy until the two are effectively inseparable
- As part of the emboldening of the landowners, cut off the settlement programs and folding it into general immigration, while aiding the consolidation of farmland into a privileged class of local landowners
- Expanding the powers of the Concordia Association, in that they actually start getting real power to mobilise the people towards the state's goals
- Emboldening the Privy Court as an executive branch of government which can direct the bureaucracy in meaningful ways
- Implementing a 'state charity' through Concordia, a pseudo-welfare system meant to funnel the destitute into their labour pools
- Redress the many injustices that have been placed upon the Manchurian people by cruel industrialists; in practice, this means more OH&S funding, ombudsmans, but it's difficult to see how effective it all is

Economy

- Begin in earnest the process of neutering Mangyo into a pure holding company and using Concordia to direct economic growth and purpose, though the econ type takes a while to flip to dirigisme
- Entrench the growing middle class with tax breaks, small business subsidies and access to Concordian labor pools
- Build a vast web of infrastructure to connect the smaller towns with the big cities: highways, railways, airports, with the goal of racing from Harbin to the KLT in two hours
- Develop a luxury industry, catering to the new petty bourgeoisie and landowning class and promoting classical culture
- Lock down natural resources and critical industries; not quite developing an autarky but, at minimum, guaranteeing energy (building Liaohe up) and food security

Culture

- Promote the glory of Qing history through the media: the centrepiece of which is a big-budget film about the life and times of Zeng Guofan
- Conversely, crack down on 'independent' media which risks subversive elements broadcasting their seditious messages
- Go all-in on Confucian teachings, promoting the correct rites and rituals to all Manchurian citizens using Concordia as a vehicle
- Promoting tourism, focusing on displaying Manchurian beauty and values to visitors

- Deal with the thorny issue of five-race relations in the one union: Yuyan wants to promote the 'native sons' over the 'guests of the land', Pujie wants an equitable system that lives up to its promises

Security

- Completely destroying the nationalists who murdered Puyi, no quarter and no loose ends
- Expanding on the MIA reforms promoted by Runqi to ensure it can function as a defensive and self-sufficient army
- Beginning the Concordianisation of the Manchurian Imperial Army, ensuring its officers are loyal to the throne above all
- Reining in the self-defense committees, ensuring they follow the Kingly Way before granting them more powers and equipment
- Crushing the drug trade; never again shall opium be a blight on our fair state
- Expand on Kawashima's intelligence network, and start flexing those international credentials by fucking with the Far East

Foreign Policy

Japan

- Ikeda
- Takagi
- Kaya

- Kono
- Miki
- Kishi
- Konoe
- Asanuma
- Matsumae
- Kaya
- Kawashima

China

- Gao

- Lin: In short, both Yuyan and Pujie view Lin as too much of a fanatic to treat as anything more than a threat, particularly as the Modernisations increase and China's own economic potential starts to outpace Manchukuo's.

- Chen: While uncomfortable with Chen's more left-leaning impulses, Pujie is thrilled to have someone as committed to the great Pan-Asian experiment as he is. He will seek greater relations with this new China, hoping they can put the past behind them and forge a new future. Yuyan is less keen on their relationship, but he does recognise the need for China as a buffer state between him and Guangdong, hoping to receive greater trade deals and benefit more from their growth than Guangdong can.
- Zhou
- Zhang: Despite their circumstances, there is little love lost between Zhang and the Court. The former still remembers being spurned by the Aisin-Gioro in his tenure as PM; the latter still remembers his incompetence in the role. Tensions often lead to diplomatic excursions being handled by proxies and agents.
- Li

Guangdong

- Matsushita
- Morita
- Ibuka
- Komai: He is a reminder of what they are trying to fight against, and yet they know they need him. Komai is their man inside Guangdong, CE or no, and they cannot abide a loss.
- Shigano

Russia

- Amur: Rodzaevsky is a low-class thug, a simple man of little virtue whose brutal pogroms in the 1950s still haunt the Harbin psychosphere. Yuyan and Pujie would like nothing to do with him, were he not already Japan's designated man in the Far East. Trade and arms shall flow between the two, but only by necessity, and Yuyan shall endeavour to support Amur only for as long as it is necessary. Further, the question of Heilongjiang must be resolved; the Court is not happy about losing it to a decision Ruan made, and despite its significance to the new Vozhd there will be demands made by the Court of its future.
- Chita: In Yuyan and Pujie's mind, a fellow Emperor is the ideal partner. While Mikhail I is not the most wilful of monarchs, their interests are aligned enough to pursue trade and diplomatic relations. A dynastic marriage may even be on the cards at the later stages of Chita's ascension, if they can work out a way to make it purely symbolic. However, the question of Outer Manchuria still lingers, and Manchukuo will have to come up with a compromise to put forth to the new Russian Empire if it is to maintain those relations.

- **Magadan:** Losing the Far East to an Anglo-American client state frustrates Manchukuo, who can only respond by closing the borders further. Kawashima and their new network are tasked with monitoring for CIA activity, ensuring that Manchukuo can protect itself from their subterfuge. But the largest threat to their interests will come with increased attention to Outer Manchuria; with a foreign power backing it, Magadan might be in a better position than most to press claims and play for a redrawing of borders.
- **Irkutsk:** Monarchists and communists have never been fond of each other, as the Romanovs can attest. Yagoda's regime is no exception; indeed, their presence in the Far East, now solidified after their consolidation of power, emboldens the FEPC with new sources of funding and equipment. Tensions will remain icy between the two, even if Yagoda starts to strike his own deals with the Japanese.
- **Buryatia:** Sablin's mutiny and subsequent victories have given a great deal of inspiration to the DSF and other communist sympathisers. This continues to vex the monarchy, who view him as a twerp and a nuisance. Expect relations to be limited and strained, with the communist partisans of Manchuria finding a northern sky for supplies.

Miscellaneous

- **America:** Though generally seen as a nation of ill-tempered shopkeepers, those are Yuyan's people. At times, his advisors will look to America and its facilitating relationships between their upper, middle and working classes, and take notes.
- **Germany:** Yuyan thinks little of Germany, seeing the as a nation of moronic thugs. Pujie, meanwhile, is deeply uncomfortable with such an antisemitic and racist regime; not so much for any particular sympathy for the Jewish people, but because his commitment to Pan-Asian ideals and the Five Races demands it.
- **England:** Puyi may have been educated by an Englishman, from whom he adopted the name Henry, but Yuyan and Pujie are far less kind to the Anglo menace. They both recall the humiliations that the British Empire placed upon the Qing, and as their successors they carry that bitter hatred with them.

Arcs

Pujie & The Court

- With Pujie fully secured in his position, Yuyan embraces his role as the Prime Minister to the Chengtian Emperor
- Relations between the two have frayed ever since the dreadful business in the Midnight Hour, and both men seek to heal that divide
- Yuyan helps Pujie become familiar with a position of great power, positioning himself as an executor of and a guide to his will

- However, one problem is the matter of that will, for the two have ideological rifts that neither of them can fully overcome
- While Yuyan wants Pujie to rule according to strict Confucian obligations, Pujie is sceptical and prefers to pave a new path for a monarch's guiding hand to lead the people on
- But what is that new path? As the arc progresses, Yuyan's quiet, annoying insistence on the Kingly Way slowly pushes Pujie off it, and towards his other impulses, towards the Pan-Asian ideal
- By the end of the Golden Age, there should be a sense of great tension between the two that threatens to break out into an incident—saved ironically by the Oil Crisis

Runqi & The Army

- Gobulo Runqi and Aisin-Gioro Yuyan have been staunch allies, and Yuyan's victory after the Midnight Hour represents the peak of their relationship
- Runqi is extremely nervous, and often relies on Yuyan to reassure him of the good job he's doing; we get a sense of Yuyan being a friendly, charismatic presence here (more accurately, how much he's *failing* to be one)
- However, Runqi is still a charismatic officer who can hold his internal drama, and Yuyan will on occasion check in on the progress of the army
- Runqi is at the forefront of the 'Concordianisation' (not participation it's not a party!!!) of the Manchurian Imperial Army, and Yuyan oversees this process

Yunying & The Family

- Yunying's major interactions with Yuyan is about the family itself: as its most beloved member, she is able to form links with all its members and becomes Yuyan's 'key' to unlocking their secrets and hidden frustrations
- Yunying herself isn't sure what to make of Yuyan, and never has, though the two try their best to understand each other—with mixed efforts
- At Yunying's insistence, Yuyan also spends time with his own family through their insistence
- Yunying attempts to keep Wanrong comfortable in her final years, and is present at her death a year after Puyi's; her funeral is a small thing, and most of the family attend at Yunying's insistence
- Yunying is the one who brings the Huisheng Problem to Yuyan's attention, something which Hiro tries to keep under wraps
 - Huisheng is unmarried by the time of the Chengtian's ascension, and though Pujie's concerned about it, he respect her enough to let her reject the matches Hiro has chosen for her
 - The only man she loves is Takemichi Ōkubo, a young Mangyo executive: the two have had dalliances in the past, culminating in mutual expressions of love

- Said dalliances result in a pregnancy scare, and although it's a negative result, the shock causes the two to propose to each other then and there
- Hiro Saga gets involved: she rejects the opportunity outright, because he's a commoner
- Pujie must then step in and decide whether he'll respect his daughter's wish or his wife's concerns
- If Pujie allows the marriage, Huisheng marries Takemichi and the two find happiness; Hiro is pissed, Yuyan is pissed, but Pujie decides that his daughter's happiness is above matters of tradition and propriety
- If Pujie rejects the marriage, Huisheng and Takemichi form a suicide pact; he succeeds, she's stopped before she can swallow the poison, and she never talks to her family again
- Yuying and Husheng get along well, as Husheng's the Good Daughter

Saga & The Home Islands

- A Japanese noblewoman with ties to the Home Islands, Saga Hiro is Yuyan's greatest link to Japan, moreso than even the Foreign Ministry
- Such is the respect that he has for her ability to bridge that divide that Pujie is allowed to nominate her to a representative position on the Privy Council, though Yuyan ensures it's little more than a formality with no actual power
- However, the two also represent an important tension in Yuyan's route, between the traditions of Japan and the traditions of China
- Saga is a noblewoman of the Japanese tradition, born and bred in the courtly traditions of the Meiji and Showa courts, and has a decidedly 'modern' outlook on matters
- The two often find each other at odds with the finer points of Yuyan's beliefs
- Nonetheless, whenever there is an important meeting with the Home Islands, particularly where nobility is involved, Saga is the one to arrange it

Kawashima Yoshiko & The Mysteries

- Kawashima Yoshiko is a peculiarity to Yuyan: they have their uses, but there is so much that puzzles Yuyan that there's a gulf between the two that cannot be crossed
- Kawashima herself recognises that Yuyan's never going to fully accept them, but they *can* be useful, and be respected in that way
- Meanwhile, Yuyan considers Kawashima a *deeply* non-traditional figure in his court, but accepts them as a kind of sin-eater, and a useful intelligence asset
- The two tend to needle each other; Kawashima delights in this, Yuyan considers it a shameful impulse (that he does nothing to stop)
- Kawashima's first major project given to them by Yuyan is establishing a small ring of informants within the Court itself, giving Yuyan eyes in all corners of the palace

- Kawashima's second major project is expanding their assets to include informants in the bureaucracy and the Kwantung Army; the places that Concordia does not reach
- Kawashima's third major project is another expansion: this time, however, in the Far East, ensuring that Manchukuo has eyes in the Russian territories

Han & The Outside World

- Han Yunjie is perhaps the only outsider 'adopted' by Pujie's court as a representative of the outside world
- Yuyan is thus a bit condescending towards him, although he respects Han as the man whose business sense can help maintain the Manchurian economy
- Han treats Yuyan with the reverence both men feel must be shown
- While Han does get some insight into the Aisin-Gioro family, many of its inner workings are unknown to him
- Han should be a primarily *reactive* character, and provide to the player an understanding of how the rest of the state perceives Yuyan

Tsuji & The Kwantung Army

- Tsuji arrives at Manchukuo shortly after Katakura's recall, and the two should have a quiet enmity that never goes away
- However, Tsuji is *much nicer* than Katakura, and is primarily concerned about the stability of the Manchurian state and its ability to meet Japan's needs
- As such, he makes a bit more of a token effort to get along with Yuyan, and will at times try to demonstrate some kind of favour to get in his good graces
- Notably, Yuyan cuts him a little bit of slack because he made sure that the KA stood down during the Midnight Hour
- Still, don't expect the two to be allies: they both view each other as a potential enemy, and once the Oil Crisis hits they'll both be proven right
- Like Han, Tsuji is a *reactive* character, providing a player with some insight on how Japan perceives Yuyan

Oil Crisis & The NAJUA Offensive

- Yuyan, high off four to five years of success, decides that he's going to use the Oil Crisis as an opportunity for Manchukuo to start making demands of Japan
- Japan is *very unhappy* to say the least, because ultimately they need the oil, so they block his efforts; Tsuji gives him a Network speech and threatens him with a coup
- But compounding the stresses of the Oil Crisis come public protests against the government, when it becomes clear that the Aisin-Gioro couldn't stop Japan from taking what it wants
- The protests specifically target the moral foundation of the state; ironic readings of the Analects in the salons to the toppling of statues of Confucius

- This culminates in a brazen demonstration when dissident students from Kenkoku University (a mix of NNSC/DSF types) cover the official public-facing portrait of Pujie with a banner depicting Sun Yat-sen
- Yuyan *explodes* and sends the Imperial Guard in, who end up killing three of the students in righteous anger (foreshadowing his failstate)
- The protests only get worse, and NAJUA uses the chaos of the Oil Crisis/the Western Insurrection in China to launch their own attack
- They blow up an oil tanker to disrupt the flow of oil to Japan, and seize a TV station where the leader of this attack, Aisin-Gioro (!!!) Xiandong announces their re-emergence and the beginning of the NAJUA Offensive
- Once NAJUA blows up an oil tanker, Japan is ***beyond furious*** with them, because ***how did you fuck up this bad you stupid motherfuckers***
- From then on, until the end of the NAJUA Offensive, Yuyan is forced into the position of placating Japan
- Pujie arranges a back-room meeting with Japanese representatives where he subtly implies that he can help rein in Yuyan if they can provide some support
- Yuyan, fearing further Japanese intervention, tries to lean on the emboldened Concordia for support in weathering the current crisis
- Focus tree split into two stages: weathering the storm and preparing a counter-attack
 - *Stage 1, Security*: Responding to the immediate threats besieging our security forces; giving them the cash, guns and intel they need to weather the storm
 - *Stage 1, Resources*: Pulling anything and everything out of the ground to meet Japan's quotas and our own needs, in that order of importance
 - *Stage 2, ForPol*: Keeping Japan happy at all costs, spare no expense because if we don't they are going to kill us all
 - *Stage 2, Operations*: Striking back at NAJUA, driving their insurgency back into the hills and giving our own operations some breathing room
- During this time, mutually exclusive options representing Pujie and Yuyan continue to appear as they did in the previous chain
 - Yuyan seeks to mobilise the Concordia Association, relying on mass mobilisation and popular support—rather ironically—to maintain social order and increase productivity, lessening reliance on what seems to be a capricious elite
 - Pujie seeks the cooperation of both Japan externally and local landlords internally, utilising the elite and the goodwill that their policies have built to offset mounting pressures
- At the end of this tree, Yuyan and Pujie learn that Aisin-Gioro Xiandong is alive, and one of the primary officers in the Offensive; they kill him, and NAJUA finally retreats

Endings

Must I Evolve? (Yuyan Success)

- 🎵 *Must I grow up? / Must I join in? / And do as I'm told? / Must I mature? / How come you're so sure?* 🎵
- **Kingly Way (Fascism)** let's fucking gooooooooooooo
- Yuyan succeeds in convincing Pujie of his vision for a Confucian Manchukuo, one governed by the rites and rituals of their forefathers
- The rest of Manchukuo, meanwhile, are willing to go along, if for no other reason than he kept things stable during the OC and NAJUA-O
- Yuyan himself, however, has become very cynical regarding the potential of virtue's natural emergence in this state after NAJUA-O, and decides that he needs to modernise his way of thinking—he needs to be willing to enforce his virtues, and he has Pujie's backing to use his government...
- While the Concordia Association and the bureaucracy continue their efforts to promote a virtuous, harmonious society, Yuyan begins in secret a project with loyal scholars: the codification of the Three Bonds and Five Virtues into a legal code
 - (This Legalist-Confucianist chimaera *is going to be a shitshow*, but that's TNO2's problem)
- Economically, Manchukuo starts to rebuild after the NAJUA-O, and Yuyan's government is going to pour money into the middle class to give them an advantage for the next ten years
- The army, hardened after surviving the NAJUA Offensive, has proven itself a stalwart defender of the state; but Runqi remains concerned about rumblings he hears of in the south
- Pujie, meanwhile, remains very concerned about the insulation from the people that Yuyan builds in the court every day, though at this point he's as detached as Yuyan is and trusts him unconsciously over the commoners
- At the end of 1972, Yuyan finally realises, with great concern, that he can no longer withdraw from Japan; for China is coming, and they will not leave this bastardised empire untouched by the coming war against Japan. For better or for worse, they are still needed by the state
- And so we leave Yuyan in 1972, building a nation of pure virtue, while making compromise after compromise in the name of security

Running The World (Yuyan Failure)

- 🎵 *...there's a natural order / Those most deserving will end up with the most* 🎵
- **Reactionary Nationalism (Ultrationalism)** LET'S FUCKING GOOOOOOO
- Yuyan succeeds in convincing Pujie of his vision for a Confucian Manchukuo, one governed by the rites and rituals of their forefathers

- He does *not* convince the rest of Manchukuo, however, save for those within the Concordia Association who do believe in his vision; everyone else is caught in a massive and ongoing insurgency
- Yuyan is, at this point, completely blackpilled, but recognises that there are some who follow his vision among the masses; he gives them tacit permission to do what they can to bring about virtue in the state
- Within the Concordia Association, quasi-religious fanatics emerge to enforce virtuous conduct with brutal and often counterproductive results; Red Guards are a tacky, hacky comparison, but they're the only ones I can think of rn
- Manchukuo's economy has taken a massive hit and might never recover; only Japanese capital entering through the ports and coasts, using cheap labour and what remains of Manchukuo's industrial capacity, keeps them all solvent
- As for security, the police and army have been reduced to convoy guards, patrolling the web of highways and cities that remain in the state's control, shooting anyone who tries to break into or through that web
- Pujie is under effective house arrest, locked in the Imperial Palace for his own safety—and part of that is true, given that the countryside is now full of people who want him dead
- But Yuyan himself becomes isolated as well, busying himself with the task of purifying the territories under his control; he is so busy that he lets control over everything else slip away, as the Kwantung Army push their jurisdictions further outwards and Japan reasserts even more economic control
- And so we leave Yuyan in 1972, in great despair and derangement, lost in bringing about a perfect world while war drums beat in the south

Like A Friend (Pujie Success)

- ♪ *Come on and kill me, baby / While you smile like a friend / And I'll come running / Just to do it, again* ♪
- **Pan-Asian Idealism (Paternalism)** we are so back
- Pujie succeeds in convincing Yuyan of adopting his vision for a Pan-Asian Manchukuo, one in which they fulfil Japan's promises of brotherhood
- And so long as safety and security remain, the people are willing to go along with the empire's new outlook
- Pujie is confident that the empire can indeed live up to these virtues, but he's somewhat delusional about it all; early visits to the people shake this illusion a little bit, but he swiftly picks it back up for his own sake
- The bureaucracy, the Concordia Association and the government in general make great efforts to create a socially equitable society within its borders and a cooperative partner in trade and security to its neighbours

- Under Pujie, Manchukuo's industry makes the full shift towards a civilian economy with a focus on exporting to the mainland and SEA, promising tools and machines that will lighten the burdens of their brother nations
- The army, victorious against the divisive NAJUA, attempts to develop an unbreakable camaraderie; the MIA tries to build this but fails, but the KA remain aloof and standoffish
- Yuyan is a little depressed that he wasn't able to instil virtue in the state as he wanted, and yet he becomes infected by Pujie's enthusiasm for the future of the state; perhaps it is in the tenets of Pan-Asianism that he might find a modern expression of the Three Bonds
- As for Japan, Pujie tries reaching out to them as an equal, and tries to inspire them to similar acts of Pan-Asian fraternity; they laugh at him in private, but they play along, because it's so much easier to control someone when they think you're equals *and* they listen to everything you say
- And so we leave Pujie in 1972, with a bold eye towards the future—blissfully unaware that one brother on the mainland isn't as enamoured with such ideals

Have You Seen Her Lately? (Pujie Failure)

- 🎵 *First you let him in your bed / Now he's moved inside your head* 🎵
- **Aristocratic Conservatism (Despotism)** it's so fucking over
- Pujie succeeds in convincing Yuyan of adopting his vision for a Pan-Asian Manchukuo, one in which they fulfil Japan's promises of brotherhood
- Only problem is that their state is surrounded by bloodshed, with a perma-insurgency taking place fifty km outside their main cities
- Charity and brotherhood begins at home, and so Pujie's grand ambitions are tempered to maintaining good internal relations with his people—which, in this case, means presiding over and bankrolling landlords
- The arms of the state are stuck with holding the state together, and the arms themselves are withering daily
- The economy is slowly rotting due to the insurgency; industry remains a mixed bag of military and civilian output, with some of that military output now going to local security...
- ...security now being a mix of state and private forces: landlord household guards and mercs if they're too poor to afford one! Meanwhile, the army's cohesion is fraying, and the KA are taking liberties with their redefined position
- Yuyan is very unhappy, but considers his own Confucian ideals to be as much of a failure as Pan-Asianism; he executes Pujie's will because that is his role, he still has enough love for the Bonds and Virtues in his heart to follow them, but he's an automaton now, unconvinced of Pujie's beliefs

- Japan, already unhappy with recent events, takes this opportunity to provide greater support to Pujie in exchange for certain liberties (extending KA jurisdiction, access to labour and capital)
- And so we leave Pujie in 1972, trying to live up to Pan-Asian ideals in a divided and violent home, completely unprepared for similar critics of these ideals to one day knock on his door

Chapter 4: Disco Volante



The value of Life is negative. The balance of being is rotated by 38 degrees. The surface is full of cracks, a turgid light shines through. Fleshy primordial bodies sluggishly roll down the slope. Only you slide upwards, with a celestial step.



Sejima Ryūzō
The Incubus



Park Chung-hee
The Cambion

For a brief moment, the Manchurian people thought it would all be different. When Park Chung-hee, formerly Takagi Masao, and his clique marched upon the Imperial Palace and shot the Prime Minister, they all believed in what he said. They all thought he would usher in a new era of peace, growth eternal and prosperity assured, a state that could finally stand on its own; manage its own affairs, chart its own destiny, uplift its own citizenry. But we know better. Look beyond Park Chung-hee, and you will see the man behind him: Sejima Ryūzō.

You would think that he is the secret ruler of this new Manchuria, but this is inaccurate. Sejima has no real desire to lead the nation, no vision for its future. Nevertheless, he is the most important, influential and powerful man in the new Manchuria, for he is at the heart of a growing conspiracy, a shadow court of lurid intrigue which binds its victim-clients through the promises of power and desire.

Even as Park Chung-hee oversees a regime of economic growth and internal strength, Sejima Ryūzō deepens his control over the state in the only way he knows how: corruption. For he has seen the darkness that lurks within all souls, and though he no longer believes he can end it, he can control it: hoard the sources of desire, deliver it as a reward to his allies and withhold it as punishment against his enemies. In time, all of Manchukuo shall learn that this is all they have left: a state that rules not through fear nor loyalty, but in the controlled

fulfilment of their desires, no matter how base or destructive.

Introduction

- With the Aisin-Gioro thrown out and their Prime Minister shot, Park Chung-hee declares the Provisional Republic of Manchuria
- Nominally a revolutionary nationalist coup, the illusion is quickly dispelled as it reveals itself to be a new form of corporatist regime
- On the surface, Park Chung-hee and his National Salvation Committee are the architects of a state devoted to economic prosperity above all: above morals, above the law, above life itself
- And in the background, Sejima Ryuuzo works his dark magic, weaving a tangled web of connections, favours and plots to solidify control over this new republic
- The themes to hit in this route is...
 - **CEO Mindset:** One of the major inspirations I have in mind for Sejima's route is the work of Ville Kallio, most notable for his game Cruelty Squad. Now, some of his themes don't fit in Manchuria neatly—no body horror or hyper-capitalism (at least, in the way he envisioned it) here. But the search for divinity within the self in a godless world? Businessmen and politicians channelling the unfulfilled bloodlust in their eyes? The empty lives of those who labour under this new state, voids filled only by exerting power over others? That kind of violence is on display here, and should be prominent throughout all of the player's experience.
 - **Corruption:** Not in the political sense, although there's plenty of that, but in the literary sense. Sejima is the Devil, and he intends to make demons out of all those around him. As he corrupts, he bends all of Manchukuo to his will, destroying their virtues and instilling in them vices until they can think nothing but of satiating them—and both the state and his Machine shall be designed to harness those vices, rewarding the industrious with chances to sate their lusts and hungers.
 - **The Collective:** Sejima's grand realisation, one he shares with everyone around him, is that the old hierarchical form of colonial violence is unsustainable. Vertical violence creates a pyramid of victims and oppressors, and one day the former will have enough solidarity to rise up against the other. Instead, a new form of colonial violence must be horizontal and cyclical: even the oppressed must feel they have some buy-in through their own ability to exert violence. In Sejimanchukuo, there are no victims; everyone is bound together through the violence they inflict, and through the vices they share.
 - **Sovereignty:** It's a joke here. Despite all the glorious histories that are being written of the September XX Coup, when the Manchurian nation took charge

of its own destiny, everyone is dancing to the tune of a Japanese army officer. Further, they would simply never dare to oppose Japan and its interests. Yet the nation is defined by this so-called sovereignty, the 'freedoms' it won when it broke the Aisin-Gioro's throne, the 'freedom' to command its own destiny. That tension between the story and the reality of Manchuria's sovereignty will be explored in this path.

The Years Of The Charnel Throne

Gameplay

Overall Goals

- Pursue infinite growth in the economy
- Seek out the most favourable trade deals
- Infiltrate all groups to render them inert

National Spirits

- General: The Day After The Revolution
- Government: In The Salt House
- Economy: Blood on Canvas
- Culture: The Libidinal State
- Security: Five-Colour Heroes

Cabinet

- Head of State: Park Chung-hee
 - **Infinite Growth:** Can increase Industrial Score beyond its natural cap.
- Head of Government: Chung Il-kwon
- Foreign Minister: Choi Kyu-hah
- Economy Minister: Hwang Jong-ryul
- Defense Minister: Shin Hyun-joon

Manchurian Theatre

-

Touring Production

-

Courts Of Hell

-

Set Design

-

Foci

Government

- Development of the National Salvation Committee: an unelected group of MIA officers, prominent business magnates and local technocrats
- Building the Sejima Machine: a network of local collaborators, business/military VIPs and Japanogladio contacts, all centred around Sejima as their patron
- Empowering cabinet ministers to execute the will of the NSC, while slightly disempowering the vice-ministers to an advisory role
- Transforming the Concordia Association into one big networking opportunity, with an elite membership drawn from the highest and most promising members of society
- Generally leave the bureaucracy from the middle down alone as long as it can be subsumed into the Machine, but stuff the upper levels with men loyal to the NSC

Economy

- Growth, growth, growth; growth in the economy at all costs, with Sejima as the architect
- Export-oriented growth through increased industrialisation; we can build the industrial capacity necessary to drown the Sphere in our output
- Pour money, resources and talent into Mangyo, reversing the damage that twenty years of stagnation and a dumb Aisin-Gioro did to it, with the continued goal of extensive (and hopefully total) state control over the economy
- Target the private shareholders of Mangyo; they will either play ball or they will suffer under this new regime
- Supporting luxury industry growth, positioning Manchukuo as Asia's luxury goods producer
- 'Residential rationalisation'—housing complexes for industrial workers, compressing lower-class housing by shoving them all into beehives and anthills
- Kicking the can down the road on the question of dwindling land for settlements by introducing the development of 'model cities' and moving new (Korean) settlers there

Culture

- Total seizure of the vice industry, subsuming all production and distribution into Mangyo
- Develop a new policy on vice: reward it for good behaviour, subtly promote its use and make it what the Manchurian people want

- While promoting a general increase to quality of life and standards of living, disincentivise 'personal entertainment' to ensure demand for public vices
- Increase funding for rehabilitation centres and research efforts to alleviate the symptoms of addiction and withdrawal; we don't want them to not be addicted, but we don't want them to act like addicts
- Emphasis on patriotic cultural movements and projects to launder and distract from the increasingly libidinal culture of Manchukuo; do we have everyone stop at 5pm to listen to the anthem???
- A subtle shift in the Five Races Under One Union angle, promoting Han Chinese and Koreans as 'native sons and daughters of our great union' while subtly shoving Mongols and Manchus off the stage as 'inherently monarchist'; the Japanese stay at the top
- Redefinition of national symbols by sponsoring their use in experimental and modernist art; the end goal is to detach any monarchist meaning from them
- Concessions to minority rights, especially Koreans, with the potential for reversion to their original names; though permitted, it will remain frowned upon
- Higher artistic freedom relative to the rest of the Sphere, allowing for acceptably subversive and even libidinal media that might normally be frowned upon (as long as it's profitable and easy to subvert for the state's ends)

Security

- Gradually reducing KA presence, but transforming them into the elite of the elite, where Japanese officers go to practise high-level partisan suppression
- Conversely, increasing the MIA's manpower and capability until they can serve on their own as a standing army
- Increase in police jurisdiction, training and funding; they'll continue to crack heads, but their badges will be shinier and their batons will be fancier
- Conversely, focus policing efforts on institutional threats and property crimes; interpersonal violence loses attention with the police, until it's implicitly deemed a 'personal matter'
- Equipment modernisation; a mixture of buying existing stock from Japan and pouring money into R&D for the latest and greatest in bandit-killing technology
- 'Exchange programs' with Japan-friendly client states, offering the opportunity for foreign divisions to join in on the partisan hunt and learn from the best
- Establishment of the not-KCIA, an intelligence agency to support activity in mainland Asia, using it to fuck with the Far East (Japanogladio let's goooooooooooooo)

Foreign Policy

Japan

- Ikeda

- Takagi
- Kaya

- Kono
- Miki
- Kishi
- Konoe
- Asanuma
- Matsumae
- Kaya
- Kawashima

China

- Gao

- Lin
- Chen
- Zhou
- Zhang
- Li

Guangdong

- **Matsushita:** The family tensions which plague Matsushita Masaharu are like red meat to Sejima, who gladly uses every moment together to subtly poke and needle at it. This does backfire; Matsushita hates him for it, and will gladly throw himself into defeating Manchukuo just to prove himself to his father. Park, for his part, thinks little of Matsushita, and tends to dismiss him as little more than a businessman playing at running a nation, with no vision beyond his own desire. Once it's over, he'll have no idea what to do with himself, and Park thinks that alone will kill Guangdong.
- **Morita:** Naturally, Sejima does not understand Morita's sympathy for Guangdong, dismisses his more humanitarian impulses as weakness and despises the fact that there's nothing really there to exploit. Park is much more conflicted: he sympathises with Morita's affinity for Guangdong (he himself has, after all, found a second homeland in Manchukuo), but finds his brand of corporate paternalism a disgusting contradiction. Whether that is out of genuine conviction in his own, 'results-focused' governance, or whether because he sees a kinder path for his own regime and is scared to look too deeply into it, is up to the writer/reader's interpretation.
- **Ibuka:** While Sejima finds him dull (after all, Ibuka's vices run towards the intellectual, and Sejima cannot appeal to anyone without base desires), Park

considers him to be a deeply tragic figure. Here is a man of great insight, ingenuity and intellect, and his products are poised to be genuinely revolutionary in their character. Yet the man himself simply cannot put all of that towards a national project. His obsession with defeating Morita and his childlike belief in pure meritocracy, such as it is in Fujitsu, are great disappointments to Park. That he is reluctant to trade with Manchuria in the first place is an additional disappointment for both men.

- **Komai:** The only capitalists Sejima and Park will accept are loyal ones. Komai, as the CEO of a Mangyo subsidiary, should be one of those loyal ones. Sejima will be more than glad to protect Komai with his own Kenpeitai connections, but if Komai starts to consolidate power into himself, Sejima will not hesitate to use the Kenpeitai to bind the wayward capitalist.
- **Shigano:** Sejima and Park break out the good booze and laugh so hard they throw up the booze.

Russia

- **Amur:** Sejima considers Rodzaevsky to be the perfect partner: a drunken thug whose weakness for alcohol is the perfect key to his heart. State visits shall see the vodka flow, with Sejima whispering promises and enticements into the Vozhd's ear. He will use these moments to secure better trade deals between Manchuria and the Far East, particularly to gain access to their oil and diamond reserves. However, this good will shall dry up when Rodzaevsky does, and Manchukuo may find itself with a united Russia demanding far more than it expects.
- **Chita:** While Mikhail I was a Yuyan ally, the closeness of Shepunov, Semyonov and the Harbin emigres helps connections remain stable. Still, tensions are present, particularly among the reformists of Chita who see in Sejimanuchukuo vice and decay. The thing that shall bind them is Manchukuo's industry; Park in particular will try to form long-term trade with the new Russian Empire, in the hopes that they may be willing to concede the final loss of Outer Manchuria.
- **Magadan:** Relying on the tenets of Pan-Asianism, Sejima and Park whip up anger over the forces of Anglo-American imperialism and their puppet on the port. Trade is limited to smuggling efforts as the Vozhd and the President send the occasional hostile speech about their ideological incompatible neighbours. Of course, Sejima knows how to destabilise them: opium seeps through the borders, and without Manchukuo's firm and learned hand, opioid crises may start to emerge.
- **Irkutsk:** For the most part, an Irkutsk victory will be met poorly by the new regime. Rarely, if Yagoda proves willing to work with the Japanese, will relations between the two briefly thaw. Otherwise, Irkutsk's support of the FEPC will ensure that Sejima oversees troop deployments on the border and the flooding of opium into the far east.
- **Buryatia:** Sablin's victory empowers the young leftists and radicals of Manchuria, particularly the DSF, who see in the young commissar a hero. Sejima considers this a

security threat, and shall work to weaken his position and hold over the Far East. Once established, the not-KCIA will be sent to interfere with Buryatia, flooding it with smuggled opium.

Miscellaneous

- **America:** Anglo-Imperialism capitalist running dogs yadda yadda yadda, neither Sejima nor Park will have a high view of the United States. Park views them as short-sighted, clinging onto an economic model that fuses the worst of a corporatist structure with the American love for marketplace freedom. Sejima views them as undisciplined; America is much less restrained than her contemporaries, and yet all that potential for vice is squandered by refusing to control it.
- **Germany:** Europe was always death, wasn't it? Death and repression, among the old stone churches and gargoyles, and not even the new marble and concrete can bring what Sejima views as a much-needed vitality to the populace. Neither of them are particularly keen on Germany personally, and their proximity to Manchuria relative to America is so distant that it makes trade difficult. Still, Germany is a superpower, and if it opens up to Japan it will find a willing partner in Sejimanchukuo.

Arcs

Sakomizu Hisatsune & The Sejima Machine

- The Sejima Machine refers to the network of patronage, power and control that the titular Sejima builds up throughout the course of the game
- Starting from mere contacts within Manchukuo itself, Sejima builds more and more influence over the course of the game
- This rapid increase is the result of his connection with Sakomizu, who is tangentially related to him by marriage: their wives are non-blood cousins, and this prompted a lasting relationship that is rekindled in his victory
- Realising that Sakomizu would not accept the NSC's control over the bureaucracy, Sejima instead decides to cut Sakomizu into another role: the 'secretary' of the Machine, the day-to-day manager of this network
- These events show the control that Sejima begins to wield over the world around him, starting at first locally and, as the game goes on, internationally
- However, one point we want to hit in this arc is that while Sejima is good at making these connections, it's Sakomizu who's really keeping the Machine going
- The arc should be split into two: Sejima and Sakomizu building the Machine, and Sejima keeping Sakomizu on the hook even as control of the bureaucracy slips away from him
- We are also inclined to ask why he's building the Machine. The answer is twofold: 1) more power for Sejima; 2) fuck you

Park Chung-hee & The New Manchukuo

- Park Chung-hee, father of the new Manchurian nation, presides over its slide into depravity and violence, with Sejima right beside him
- This arc focuses on Park's leadership, how he pitches the public character of Manchukuo to itself and how he views its actual descent
- Park believes that all of this violence, this madness, is necessary; prosperity is the only measure of a nation's worth, and he intends for Manchukuo to prove its worth in any way he can
- Sejima starts by pulling his usual manipulative tricks, but later winds down when he realises that Park doesn't need any convincing; all he needs is the occasional push to indulge in his baser tendencies
- If anything, he realises it's better to leave Park to his own devices, as he'll come up with the excuses he needs of his own initiative
- Complementing these events are pictures of the new Manchukuo on the ground: of a broken people, transactional and libidinal, who bear suffering with the knowledge that they can make others suffer in turn
- Key point to hit here: Sejima's corrupting influence turns all the vices of modernity from a tool of social *control* into a tool of social *cohesion*
- This is also where we meet an important secondary character: Itoh Masaya, press secretary to the NSC
- Itoh is an idealist who tries to use his influence to push Park towards a more genuine expression of Pan-Asian ideals, in the hopes that Park will be swayed towards using the state's increasing prosperity to benefit the people
- Sejima's opinion of Itoh lowers with each passing event, from treating him like a useful idiot to considering him just an idiot to fearing him as a dangerous idiot
- And eventually, Sejima will remove Itoh from his position, chasing him into the Home Islands where he won't be a problem anymore

Tsuji Masanobu & The Kwantung Army

- Like Yuyan's arc, Tsuji is a primarily reactive character who gives the player insight into Japan's reactions to Sejima's new pet project
- Unlike Yuyan's arc, Tsuji is nominally Sejima's superior—even if the latter is the KA's new chief of staff, Tsuji's status as *gensui* and KLT governor put him at a higher rank
- This is where Sejima's cunning and faux-deference is on full display, as he balances his responsibilities as Tsuji's subordinate (and thus Japan's subordinate) with his own ambitions and control of Park's regime
- He is... not that great at this, and often catches himself ignoring one of his primary responsibilities while playing shadowmaster; this arc shows how he tries to weasel his way out of consequences, and how powerless he is when he isn't in total control of the situation and everyone within it

- Tsuji, for his part, thinks Sejima's a fucking moron and that the coup was a bad idea, but as long as it gets results he'll stay quiet about it
- Still, he pressures Sejima to do his job, and often finds himself reminding his subordinate of his responsibilities

Kwon Hyeok-ju & Corruption

- Unlike Park, Sakomizu and Paik, Kwon is relatively less connected to Sejima; this arc shows how Sejima gets in someone's good graces, the manipulation he employs to ingratiate himself with Kwon
- Sejima's plan for him is to appeal to his sense of justice, give him the opportunity to form a legal code befitting the state and not the perverse 'organic law' of the Aisin-Gioro
- He gives Kwon whatever he wants to make this work, which fortunately isn't much at the beginning
- Then he slowly starts to introduce revisions, challenges, contradictions; Kwon has to adapt his legal code to fit Sejima's needs
- And with each acceptance, Sejima offers him a new reward: a new car, a sinecure for his family, expensive luxuries to cater to his growing desires
- Kwon himself should be initially receptive, then perturbed, and finally embraces Sejima
- Kwon himself should also change, from a kind of scholar with a dispassionate disposition to a 'man of many tastes'
- The purpose of this arc is to show Sejima's manipulative streak, his ability to corrupt others to suit his needs

Paik Sun-yup & The Manchurian Republican Army

- So, what does the army look like under a Sejima shadow regime? Not good!
- Paik Sun-yup (also known as Shirakawa Yoshinori) is Sejima/Park's point man in the MRA, guiding the direction of this new army
- Here, we see Sejima at his most violent, promoting the formation of an army specialising in partisan warfare, i.e.: a band of reavers and pillagers
- Park, being ex-MRA himself, is also intimately involved in the development of the MRA; ties in with his own arc a bit
- Paik is fully onboard with the kind of bloodlust within Sejima; he feels the same way
- Part of what I want to hit in this arc is that disconnect between their positions and their bloodlust; they want to fight, to maim, to kill, but behind a desk there's very little action they can get involved in
- There should be something almost comically pathetic about their attempts to vicariously satisfy that bloodlust, and it should be a whole lot less funny when they actually get to kill someone (or maybe, dark comedy can be done well)

- Running throughout this is the shadow of a future war, one that they're not really prepared for: a war with China, over the question of unification
- No matter what new guns they buy or make, they're an army that's built for fighting starving communists in the hills; when they have to fight an actual army, they're going to have a very rude awakening

Oil Crisis & The NAJUA Offensive

- By some metrics, Sejimanchukuo *should* be able to survive and even thrive in the Oil Crisis:
 - its export-oriented economy gives it the infrastructure necessary to ship a lot of oil to the Sphere,
 - it's proven itself capable of rapidly switching gears on its economy without being hurt or missing a beat (at the cost of human life, but hey, that's not exactly what matters here),
 - and it has an army that's specialised in shooting partisans for the past twenty years, so the NAJUA-O should be their final trial
- But they get blindsided by it all, due to various factors:
 - The NSC's goal of Endless Growth Through Industrialisation demands an exponentially increasing amount of oil, and fear that a short-term refocus towards resource extraction (which would be much more profitable now) would impact long-term growth, so their increase of oil exports is far more tempered than Japan would like;
 - The MRA has become so used to going on the offensive against weaker targets that the wholsum NAJUA-1RBA-DSF coalition takes them by surprise; they don't actually know how to handle being on the receiving end of sustained gunfire;
 - And living in Sejimanchukuo *fucking sucks*, so when NAJUA starts putting out covert calls for covert agents, promising them a world free of exploitation and cruelty, more and more people start listening
- While the tanker explosion happens here, it's not directly the result of a deliberate act by NAJUA; it's a mix of small strikes by them inspiring spontaneous acts of violence from disgruntled workers that inspires more nihilistic copycat attacks in workplaces
- We get about a month of this until NAJUA decides that the time is now; Kim Il-sung hijacks a television broadcast and pronounces the beginning of the Offensive, calling on the Manchurian people to join together and break free from the cycle of violence and suffering they've been chained to for years
- Riots in the streets, violence in the countryside, and a very pissed-off Japan forces Sejima (on Tsuji's orders) to step in more openly to direct the NSC to maintain order in the Republic

- Like Yuyan, focus tree's split into two stages: weathering the storm and taking back control
 - *Stage 1, Resources:* Force the economy to focus on resource extraction to keep Japan flush with oil and Manchukuo flush with cash
 - *Stage 1, Security:* Survive the NAJUA-DSF-1RBA onslaught by pouring money into defenses, the KA, the MRA and the MSP
 - *Stage 2, Control:* Reassert your dominion and authority over the Machine and Manchukuo at large during this national crisis
 - *Stage 2, Operations:* Strike against the opportunistic communists and search for their supposed leader, Kim Il-sung
- The split here is not between factions, but between Sejima's desire to maintain covert control of his Machine and a growing desire to take a more active and public role in state affairs
- At the end of the tree, Sejima's forces locate Kim Il-sung and send a spec ops team to eliminate him; the decision to send either the KA or the MRA will be made automatically, and signal which path Sejima will walk at the end

Endings

The World Is Not Enough (Hidden Sejima)

- *♪ I know how to hurt, I know how to heal / I know what to show, and what to conceal ♪*
- **Corporatism (Fascism)**
- Manchukuo survives, and Sejima Ryuuzo kept out of the spotlight while pushing Park and friends to maintain order the only way they know how: with brutal violence
- Having retreated into the shadows, Sejima commits himself to staying there; publicly the Chief of Staff of the Kwantung Army, privately the head of the Sejima Machine. But you know, if the Sejima Machine is to grow, maybe we need a new name for this...
- Somewhat grateful to have maintained his public image, Park continues to rule the state with an iron fist, forever marching towards prosperity on a path inlaid with the bones of the Manchurian worker
- With nihilistic terrorism no longer a viable outlet for the people's frustrations, they dejectedly return to the cycle of violence and suffering that the Republic of Manchuria put them upon
- The National Salvation Council maintains its control over Somucho and Mangyo; we see the early signs of a gerontocracy forming, with the question of successors conspicuously never emerging
- Business is booming: the ever-burning fires of Manchurian industry continue to produce, consume and grow in a vicious cycle that claims thousands of lives, and the fruit of their production is exported all over Asia; should also include a dynamic event if GNG surpassed MCK or not

- The Manchurian Republican Army has survived the trial of the NAJUA Offensive, confirming the success in their focus as an anti-partisan force—and damning them to a major disadvantage in the war to come
- The final event is [Park and Sejima talking about matters in Asia](#): how their control over Manchukuo has grown, the inroads they're making in the rest of the continent, and the hope they have for the future; notably, the Third Sino-Japanese War should be an unspoken shadow hanging over them
- And so we leave Sejima in 1972, shadow master of all Manchukuo and would-be puppeteer of all Asia—perhaps soon to be humbled by the emergence of a stronger, more driven China

You Know My Name (Open Sejima)

- 🎵 *When the Storm arrives by the merciless eyes* 🎵
- **Corporatism (Fascism)**
- Manchukuo survives, and Sejima has acquired a taste for the spotlight; having taken credit for the suppression of the NAJUA Offensive, Sejima starts to wonder what other opportunities are in his future, and decides to use what he has—and that's the entire Republic of Manchukuo—as a platform for higher office
- Sejima sets his sights on a grander title, and announces to Tsuji his plans to retire from the Kwantung Army to seek a career in politics; Tsuji is *pissed*, but he realises with some horror that there's nothing he can do, for he's in Sejima's world now
- Park is also a little bit miffed that Sejima took all the credit for the last two years, and is even more miffed when he learns of Sejima's plans; he begins to feel as if he's being shoved to the side, and Sejima has to put in some effort to convince him that Sejima has no intention of leaving Manchukuo to rot
- Having been beaten down by the state, the people return to old cycles of suffering and exploitation; this part remains constant across both successes
- With Sejima focused on his own ambitions, the NSC finds itself a bit more free to act—but for now, having fully internalised what Sejima's been teaching them this entire time, they have no inner drive to change course. For now.
- Economically, exports shift from a Pan-Asian distribution to centering on Japan, working their way into their markets and being nominated as a primary export partner for all manner of goods; but the state still demands economic growth, and the fires of industry still consume thousands to fuel this
- The Kwantung Army emerges as the superior fighting force in Manchukuo, even with the loss of their chief of staff, leaving some resentment in the Manchurian Republican Army—and yes, that frustration will also result in the emergence of [a certain officer](#)
- The final event is one of my patented montage scenes in which we reveal Sejima's grand ambition: a folksy-ish campaign ad, in which he introduces himself as the Saviour of Manchukuo, and asks the Japanese people for their support in his bid for a

seat in the Diet, with interjections of the Manchukuo he "saved": a brutal, violent colony, in which the people are trapped in cycles of violence, despair, exploitation, pleasure and suffering

- And so we leave Sejima in 1972, ready to strike out on his own and seek ownership of Japan, and with it all of Asia—and God knows what that means for the upcoming Third Sino-Japanese War

Skyfall (Failure)

- **Military Junta (Despotism)**
- A decisive battle at the Sartu oil fields results in the destruction of said field, forever crippling the government and driving its zone of control into the cities, while a permanent insurgency wracks everything a few km outside its borders
- Tsuji throws Sejima under the bus and pins the Kwantung Army's failure to respond on his incompetence; Sejima's thrown in jail, likely to be executed, and Tsuji forces the NSC to repeal the revisions to the 1955 National Security Law
- The Machine breaks down, leaving dozens of splinter factions and organisations; but they don't last long, as they are quickly uprooted by the "new" administration seeking to consolidate control and remove what remains of Sejima's influence
- Park is similarly arrested, and Chung Il-kwon is hastily brought up to take his place; he is Tsuji's puppet, the civilian face of another round of Kwantung control
- Only a heavier hand by the Kwantung and MRA keep the people from open rebellion within the cities; martial law is declared, and the hierarchy of suffering is re-established in Manchukuo
- Under Nakajima, the NSC is transformed into mere secretaries for the Kwantung Army, executing their will on an administrative level; all talk of the glorious days of the September coup are suppressed or dismissed as fantasies, now that Japan exerts greater control over the state once again
- In addition, the state seeks to reassert old morality to counteract the violence and degradation of the old Park regime, and to that end it reintroduced a familiar face: Pujie, returning from exile to lead what remains the Concordia to reintroduce virtue
- With the perma-insurgency increasing demand for military hardware, the state redirects their efforts towards arms production; the factories themselves are heavily protected by the Kwantung Army, for the MRA are seen as untrustworthy
- The MRA are more fit to be thrown against the partisans, meat-shields for the Kwantung Army and the cities they control, cursed by their association with Sejima and earning their redemption through sacrifice
- The final event is Sejima on his execution day, hearing whispers about the chaos beyond the prison walls, leaving him as he walks to the gallows, with all his regrets and fears weighing him down; he happens to share the gallows with Park that day, and the two share a solemn moment before they die

- And so we leave Sejima in 1972, sentenced to death for high treason; in his absence, Manchukuo is once again Kwantung territory, albeit ruled by those for whom 1931 is mere history. They'll be entering their own chapter of history soon enough, once the western sun rises in the sky, ready to bring Manchukuo back into its light

Chapter 5: Development

Phase 1: Full Design

Phase 1.1: Foundational Design

Prerequisite

- None

Resources

- 1x Path Lead (Designer)

Development Plan

- Path Lead creates a design document that covers the general shape of both the Yuyan and Sejima paths.
- Path Lead also determines the development plan for these two paths.

Complications

- **A weak foundation will limit the effectiveness of future design and development.** The Path Lead must lay a solid foundation for these paths, ideally approved both by the TL and external stakeholders with familiarity with both MCK and HOI4/TNO design. Consultation with these stakeholders is key to ensuring a solid foundation for future design.

Outcome

- A design and development document has been created.
- This document contains the broad designs for Yuyan and Sejima.
- This document also covers the plan for development of both paths.

Phase 1.2: Complete Design

Prerequisite

- Foundational design has been completed.

Resources

- 1x Path Lead (Designer)

Development Plan

- Path Lead builds a focus tree for the first two years of this path.
- Path Lead builds focus trees for both Yuyan and Sejima, creating three for each route covering three periods: The Golden Age (1965-1970), the Oil Crisis (1970-1972) and the epilogue (1972).
- Path Lead builds diagrams for all existing story arcs in both Yuyan and Sejima's paths.
- Path Lead determines the new cards and projects raised during Yuyan's path.

Complications

- **Overburdened designer.** There are multiple steps to take in each stage of this phase, and the Path Lead may find it difficult to complete this phase in a suitable amount of time. We should consider an additional designer to support the Path Lead in this, particularly around the design of cards and projects.

Outcome

- All focus trees have been created and ready for implementation.
- Narrative design is complete, ready to be written and implemented.
- Integration with Manchukuo's existing mechanics has been accounted for and ready to be implemented.

Phase 1.3: Prototyping

Prerequisites

- Foundational design is complete.

Resources

- 1x Path Lead (Designer)
- 2x Senior Greytide
- 2x Greytide
- 2x Senior Artist
- 2x Icon Artist

Development Plan

- Path Lead creates 'prototype prompts'—a series of loc and GFX prompts that address the themes of both Yuyan and Sejima. Prompts will be limited to 4 event loc per greytide and 3 icons per artist.
- Greytides and artists will fulfil these prompts.
- Path Lead will consult with the greytides and artists, discussing the choices made for these items.

- Path Lead will consolidate these discussions into general guidelines for tone, to be inserted into the relevant path chapters.

Complications

- **Conflicting visions:** The primary purpose of this section is to establish the tone for both routes early, in consultation with those who will be working on this tag. What happens if their vision for how these routes should be presented conflicts with the Path Lead's? Consultation will be key, and the Path Lead will need to be willing to hear out on compromises where there is need.

Outcome

- An initial tone for the writing and art of Yuyan and Sejima's routes have been set for the remainder of development.

Phase 1.4: Polish

Prerequisite

- Focus trees have been designed.
- Development document has been completed.
- Narrative design is complete.

Resources

- 1x Path Lead (Designer)
- 2x Consultants from within MCK
- 2x Consultants from the wider Sphere team
- 1x Consultant from external team leadership
- 1x Consultant from programmer leadership

Development Plan

- Consultants assess the development document and focus trees, offering feedback where required.
- Path Lead discusses and implements the requested changes with the relevant consultants.
- Path Lead formats existing documentation for ease of readability and aesthetic quality.

Complications

- **Difference in outlook:** The author acknowledges that their sensibilities in narrative and historical knowledge is going to differ between themselves and the consultants they bring into this phase. While the path lead should recognise that their relative

lack of historical knowledge (itself already a problem) must necessitate deferring to the consultants on such matters, the path lead's stronger grasp of narrative development should not be sacrificed even if it conflicts with the consultant's historical knowledge. Put simpler, the path lead should listen to the consultants on historical matters, but know when to ignore or compromise them for the sake of a good story.

- **Consultant availability:** The consultants will be drawn from a variety of teams, many of which are in active development, and may not have the availability required to complete this phase in a suitable amount of time. The path lead will have to accept this if they do not have the time necessary to complete an assessment of MCK's existing progress.

Outcome

- MCK is design-complete and ready for full development.

Phase 2: The Not-So-Great Compromise (1963-1965)

Phase 2.1: Basic Implementation

Prerequisite

- MCK is design-complete.
- Resources have been allocated to the MCK dev team.

Resources

- 1x Path Lead (Designer)
- 1x Designer
- 1x Senior Contributor
- 2x Contributors

Development Plan

- Designers will determine the mechanical effects of existing foci.
- Designers will create loc and GFX prompts for existing foci and events.
- Contributors will implement the existing focus tree and associated events, using contributor loc where required.
- Contributors will implement a basic form of the Not-So-Great Compromise mechanic.
- Contributors will implement a set of 'dummy trees' for Yuyan and Sejima post-Midnight Hour.

Complications

- **Mechanic feasibility:** At present, the MCK Code Lead has advised that the Not-So-Great Compromise mechanic can be a modified form of the existing Conference mechanic. The path lead's vision for this mechanic is an expanded form of a factional conflict; if the Conference mechanic cannot be retooled for this, a new mechanic will have to be developed. This will increase the time required for this phase.

Outcome

- A focus tree for this phase has been coded into the hotline-manchukuo branch.
- This focus tree has effects and can be interacted with by the player.
- A rudimentary version of the Not-So-Great Compromise mechanic has been coded in.
- Prompts have been created for localisation and GFX.

Phase 2.2: Development

Prerequisite

- Loc and GFX prompts are available for this section of gameplay.
- A focus tree has been coded and is currently working in-game.
- A foundation for the Not-So-Great Compromise is in-game.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 1x Senior Greytide
- 3x Greytide
- 1x Senior Contributor
- 3x Contributor
- 1x Senior Artist
- 3x Icon Artist
- 2x Technical Artist
- 1x Tester

Development Plan

- Greytides will work on existing loc prompts.
- Senior Greytides/Path Lead will implement approved loc.
- Artists will create icons for this path's focus tree.
- Technical Artist will develop a formal 'look' for the Not-So-Great Compromise.
- Technical Artist will create assets for the Manchurian Theatre associated with this tree.
- Contributors will implement existing GFX and events if required.
- Contributors will continue to develop the Not-So-Great Compromise, polishing and fixing any bugs noticed during the previous phase of development.
- Contributors will implement changes to the Manchurian Theatre/Courts of Hell in accordance with the focus tree (such as implementing the Projects).

Complications

- **Prompt quality:** While the Path Lead has designed event chains before, those were for silly cat events that I wrote myself. The prompts need to be of suitable quality—easy to understand and accurately conveying the original author's intent—and that will require consultation with the Team Lead, whose experience with creating prompts will be necessary. We may also consider a pilot program in the first phase, where a select amount of prompts are created early and released by the Path Lead to test their skill in making readable, accurate prompts.

- **Resource availability:** Once we hit this point, we should have resources dedicated towards MCK. However, other teams inside and outside may require urgent resources if they are closer to completion, and MCK staff attached to Yuyan dev may be removed if required. The Path Lead will need to ensure that the staff working for their path is given clear instructions and work requirements, and that the rest of the team knows that they are actively working on a path towards release.

Outcome

- Localisation for all events and foci are complete.
- GFX exists for all foci in this focus tree.
- The Not-So-Great Compromise is complete.
- Integration with existing MCK mechanics (Manchurian Theatre/Courts Of Hell) is complete.

Phase 2.3: Testing & Polish

Prerequisite

- This section of development is code-complete.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 1x Greytide
- 1x Enginseer
- 2x Contributor
- 4x Tester

Development Plan

- Path Lead will design testing requirements and release them to the relevant team.
- Testers will complete a series of playthroughs, recording their experiences in the standard format.
- Greytides and Contributors (the latter of whom will be under an Enginseer) will be on standby to address any problems or points for polishing raised by a tester.

Complications

- **Path Lead lack of experience.** OK, look, I'm really bad at HOI4. I've tried multiple times, but I cannot wrap my head around some of the gameplay. I'm losing the English Civil War in December '63. I will need to rely heavily on the testers to give me an understanding of the average TNO player's skill and how difficult our path will be for them.

Outcome

- Yuyan's route is fully playable up until the end of the Midnight Hour.

Phase 3: The Throne Years (1965-1970)

Phase 3.1: Implementation

Prerequisite

- MCK is design-complete.
- Resources have been allocated to the MCK dev team.
- A basic framework for the Not-So-Great Compromise years has been established—it does not need to be fully playable *yet*.

Resources

- 1x Path Lead (Designer)
- 2x Designer
- 1x Senior Contributor
- 3x Contributors

Development Plan

- Designers will determine the mechanical effects of existing foci for both Yuyan and Sejima's trees.
- Designers will create loc and GFX prompts for existing foci and events.
- Contributors will implement the existing focus tree and associated events, using contributor loc where required.

Complications

- **Expanded focus.** The previous phase only required focus on one tree for two years, while this will cover two trees for five years each. This is a significant expansion, and we are unlikely to receive more resources than has been previously allocated. We will approach this phase, and future phases, with the understanding that it will take much longer to develop. Fortunately, Phase 2 should give us the experience needed to recognise and avoid early pitfalls in development.

Outcome

- Two focus trees for this phase—one for Yuyan and one for Sejima—have been coded into the hotline-manchukuo branch.
- These focus trees have effects and can be interacted with by the player.
- Prompts have been created for localisation and GFX.

Phase 3.2: Development

Prerequisite

- Phase 2 *should* be completed by this point, though some crossover towards the end of this phase is acceptable.
- Loc and GFX prompts are available for this section of gameplay.
- A focus tree has been coded and is currently working in-game.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 2x Senior Greytide
- 4x Greytide
- 2x Senior Contributor
- 4x Contributor
- 1x Senior Artist
- 4x Icon Artist
- 2x Technical Artist
- 1x Tester

Development Plan

- Greytides will work on existing loc prompts. Junior Greytides should be limited to a particular path, while Senior Greytides can work on either Yuyan or Sejima.
- Senior Greytides/Path Lead will implement approved loc.
- Artists will create icons for this path's focus trees.
- Technical Artists will create assets for the Manchurian Theatre associated with these trees.
- Contributors will implement existing GFX and events if required.
- Contributors will implement changes to the Manchurian Theatre/Courts of Hell in accordance with the focus tree.

Complications

- **Expanded focus and potential cross-contamination.** Yuyan and Sejima, despite being on the same route, are very different in terms of tone. Splitting the team into sub-teams working on each route will help give each path a clear identity. It will be the Path Lead's responsibility to ensure that team members are given clear direction on the themes of both routes.
- **Retroactive work.** It is possible that, in the development of these two routes, we have ideas for the Not-So-Great Compromise to foreshadow developments in the full routes. While acceptable in small doses, this should not result in full reworks. We are committed, for better or worse, to this current path; while retroactive work on the

Not-So-Great Compromise can help support this phase, anything more than seeding in some foreshadowing will likely disrupt our work.

Outcome

- Focus trees for both Yuyan and Sejima are loc-, GFX- and code-complete.
- The narrative for both paths during their respective Throne Years is complete, with events loc- and GFX-complete.
- Integration with the Manchurian Theatre/Courts Of Hell is complete.

Phase 3.3: Testing & Polish

Prerequisite

- This section of development is code-complete.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 1x Greytide
- 1x Enginseer
- 2x Contributor
- 4x Tester

Development Plan

- Path Lead will design testing requirements and release them to the relevant team.
- Testers will complete a series of playthroughs for both Yuyan and Sejima's routes, recording their experiences in the standard format.
- Greytides and Contributors (the latter of whom will be under an Enginseer) will be on standby to address any problems or points for polishing raised by a tester.

Complications

- **Integration issues with previous trees.** It is possible that, during the course of their work, the testers locate problems between the integration of the Not-So-Great Compromise with the Throne Years. My expectation is that we may have to adjust some focus effects between the two particularly around economic values, to avoid a situation where, by way of example, GDP values grow exceptionally high. In the event this is necessary,

Outcome

- Yuyan and Sejima's routes are playable up to the beginning of the Oil Crisis.

Phase 4: The NAJUA Offensive & Epilogue (1970-1972)

Phase 4.1: Implementation

Prerequisite

- MCK is design-complete.
- Resources have been allocated to the MCK dev team.
- The Throne Years are in active development.

Resources

- 1x Path Lead (Designer)
- 2x Designer
- 1x Senior Contributor
- 2x Contributor

Development Plan

- Designers will determine the mechanical effects of existing foci for both Yuyan and Sejima's OC and epilogue trees.
- Designers will create loc and GFX prompts for existing foci and events.
- Contributors will implement the existing focus tree and associated events, using contributor loc where required.

Complications

- **New information at final stretch.** By this point, MCK development is well underway and we should have a good idea of when we could potentially release. However, if we are met with new information which contradicts something we've already written, designed and implemented, *we are going to have to ignore it.* Even if it turns out we've significantly white/blackwashed a character in our path, we're going to have to commit to the bit. Some work can be justified in particularly egregious examples, but I'm not letting this suffer another fucking rework, especially once we hit this point.

Outcome

- A basic framework for the Oil Crisis and Epilogue trees have been implemented.
- MCK's Yuyan route is playable from start to finish.
- Prompts for loc and GFX have been created.

Phase 4.2: Development

Prerequisite

- As this is the 'home stretch', let's say that we should have Phase 3 fully completed by this point.
- Loc and GFX prompts are available for this section of gameplay.
- Focus trees have been coded and are currently working in-game.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 2x Senior Greytide
- 4x Greytide
- 2x Senior Contributor
- 4x Contributor
- 1x Senior Artist
- 4x Icon Artist
- 2x Technical Artist
- 1x Tester

Development Plan

- Greytides will work on existing loc prompts. Junior Greytides should be limited to a particular path, while Senior Greytides can work on either Yuyan or Sejima.
- Senior Greytides/Path Lead will implement approved loc.
- Artists will create icons for this path's focus trees.
- Technical Artists will create assets for the Manchurian Theatre associated with these trees.
- Contributors will implement existing GFX and events if required.
- Contributors will implement changes to the Manchurian Theatre/Courts of Hell in accordance with the focus tree.

Complications

- By this point, I foresee no major complications that we would need to contend with: we've had plenty of experience by this point, and any catastrophes should have been avoided in earlier phases of development.

Outcome

- MCK's Yuyan route is feature-complete.

Phase 4.3: Testing & Polish

Prerequisite

- MCK's Yuyan route is code-complete.

Resources

- 1x Path Lead (Designer/Senior Greytide)
- 1x Greytide
- 1x Magos
- 2x Enginseer
- 2x Contributor
- 4x Tester

Development Plan

- Path Lead will design testing requirements and release them to the relevant team.
- Testers will complete a series of playthroughs for both Yuyan and Sejima's routes, recording their experiences in the standard format.
- Greytides and Contributors (the latter of whom will be under an Enginseer) will be on standby to address any problems or points for polishing raised by a tester.

Complications

- **The temptation of skipping the final step.** By this time, fatigue will definitely set in. We'll all be exhausted and wishing we could get this thing done. However, I've been on three releases at the time of writing, and I've seen what happens when we decide to release hours after everything is finished. MCK has to be feature-complete and rigorously tested for *at least* two weeks before release. It will be the Path Lead's responsibility, in coordination with the Team Lead, to ensure that we do not rush its release and risk major game-breaking bugs or poor quality in any aspect of this route.

Outcome

- Finished Yuyan thank you

Appendix I: Dramatis Personae

The Star Players



Aisin-Gioro Yuyan

Prime Minister, Manchukuo

Kingly Way (Fascism)

- Aloof and haughty; sees himself and his kin as being above this world
- Primarily speaks in indicatives—he sees all his actions almost as if they were pre-ordained, following (a) code
- Shrewd and cunning, yet sees these qualities as hindrances and tries not to indulge them
- Was formerly very cowardly and weak-willed (as in OTL); his new persona is a deliberate rejection of the man he once was, and he fears the day that man returns
- His devotion and diligence is his substitute for charisma, and it works on very few people
- Genuinely devoted to his family, immediate and extended, and seeks what he believes is best for them
- Privately thinks half his family can't live up to his standards, hates himself for it and tries not to think of it
- A firm believer in Confucian thought, specifically Xunzi's interpretation (Man's Nature Is Evil)
- Sees himself as a teacher, first and foremost, though he acts primarily as a lecturer; tends to talk *at* people
- Secretly dislikes Japan, though recognises that without them this state is nothing; seeks to correct that



Sejima Ryūzō
General, Kwantung Army
Corporatism (Fascism)



- Excellent sense of PR and self-marketing
- Charismatic on an individual level, though not a great public speaker
- Shrewd enough to recognise the prevailing winds and orient himself accordingly
- Questionable strategic instincts; often outright incompetent if he doesn't consult his circle
- Has never significantly lost in life; starts arrogant, ends in a deep belief in his own infallibility
- Used to have a sense of social consciousness; twenty years in Manchukuo beat it out of him, though he retains a distaste for big business he saw as socially corrupting (for no greater gain, mind you)
- Supernaturally immune to vice's consequences; can debase himself with drink, drugs and dalliances, and suffer no ill effects
- Deeply corrupt, and prone to corrupting others in turn
- Does not care about the people under him and barely cares about the people around him
- Covets wealth only insofar as it is a marker and facilitator of power; flashy, but lacks a personal taste
- Views all life as a struggle to accumulate and centralise power and control—[CEO mindset](#)



Aisin-Gioro Puyi
Kangde Emperor
What the fuck is an ideology

- A bitter shell of a man who lashes out at everyone and everything beneath him
- Speaks primarily in subjunctives; his life is *wishing* that things were different so much it bleeds into his speech

	<ul style="list-style-type: none">● Lacks any kind of real power and jumps at the chance to exercise the illusion of control● Sees himself in an increasingly solipsistic light; slowly loses his connection to his family over the story● Clings to his gilded title because he knows he has nothing else● In Yuyan's route, finds it difficult to believe that he could be given any kind of power● Haunted by dreams of a kinder, gentler man without status● Hates his wife for reasons he's kinda forgotten; mostly resents her for not 'doing her wifely duties'● Ambivalent towards the rest of his family, immediate and extended● Only likes Pujie (bc he's nice to him), Kawashima (bc they're exciting) and Yuyan (bc he gives him power)● ...and that's all going away once he finds out the role the three had in suppressing his Syphilis diagnosis
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Aisin-Gioro Pujie

Crown Prince, Manchukuo

Pan-Asian Idealism (Paternalism)

- Kind, friendly, witty and personable; the good king, if any king could be called that
- Speaks primarily in imperatives; a holdover from his days in the military, where he spoke in their dialect, but an indication that he's more comfortable in command
- Quite likes dealing with his subjects, though thinks he knows far more than he actually does about them
- An idealist, who genuinely believes that under his wise leadership, the Pan-Asian ideal can be realised in Manchukuo
- Devoted to his family and works primarily for their benefit; sees his family as a microcosm of the nation
- Squeamish about the darker sides of governance and resents even knowing about it, let alone handling it
- Less attached to tradition, wishes to forge a new path into the modern age for the Aisin-Gioro to walk
- Also a Confucianist, though much closer to Mencius
- Has fully embraced Japan as the sovereign over all of Asia, yet seeks to elevate his empire to just below them
- Will *never ever ever* admit, *not even to himself*, that he dislikes Japan deep down and views Manchukuo as being the true heir to their Pan-Asian ideals



Park Chung-hee/Takagi Masao


General, Manchurian Imperial Army

Corporatism (Fascism)

- Grew up poor and climbed the ranks of the MIA to find a decent living; believes that he had the will to surpass his lot in life and dismisses those who 'remain so'
- Believes in the inherent darkness of the human spirit,

	<p>and seeks to harness it in the name of order</p> <ul style="list-style-type: none"> • Loyal to Sejima, knows deep down that it'll never be reciprocated; does so out of duty rather than affinity • Actually believes in all this shit; believes that national prosperity achieved in blood is a noble goal • Generally charismatic, though he prefers to speak to crowds rather than individuals • More cautious and considerate than Sejima, and often acts as a voice of reason; the Walton Simons to his Bob Page • Paradoxically, likes risk-takers (which draws him towards Sejima) and favours them in his own circle of supporters • Much more competent than Sejima; a diligent administrator, a good public speaker • Lives rather ascetically despite the state he governs; displays of opulence are restricted to the Palace and are more for show • Does not know or appreciate his own manipulation; as far as he knows, Sejima is just a loyal supporter, a good friend and a close confidant
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A Noble Dynasty

	<p>Gobulo Runqi General, Manchurian Imperial Army Aristocratic Conservatism (Despotism)</p> <ul style="list-style-type: none"> • A bundle of fraying nerves and pessimistic desperation, even at the best of times • Deeply committed to his role in the MIA, deeply afraid that he's fucking it up and works twice as hard to fix the mistakes he believes he's leaving behind • This particular trait only emerged in the 50s, when Runqi's unit suffered a series of devastating losses during the Intervention • A military man because he believes in dedicating
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himself to a cause greater than himself

- Protective of his family; nothing drives him into a rage more than one of his family being insulted
- Perhaps the only person who truly recognises the pain Wanrong is in; still remembers the day she came to the Forbidden Palace, where she and her mother wept
- A good army officer, though not necessarily great; relies on his support staff to truly shine



Kawashima Yoshiko/Ryosuke

General, Manchurian Pan-Asian Volunteers
Aristocratic Conservatism (Despotism)

- Age hasn't slowed them down one bit
- Generally callous with human life, and disposes of it with little hesitation
- Seeks approval and acceptance from a family whose ideals cannot align with who they are; can internalise this, but it will drive them a bit insane
- A competent spy, honed by years of experience
- Maintains a prodigious carnal appetite even at their age, and has a string of lovers all over Asia
- Privately thinks the Qing nostalgia is LARP nonsense and doesn't pay it much attention; gets increasingly uncomfortable as the game goes on
- Unable to acknowledge that, after decades of spying and wearing masks, they don't really know who they are or what they want
- Habitual opium user who has, by some kind of miracle, avoided the worst of addiction



Saga Hiro

Crown Princess, Manchukuo

Pan-Asian Idealism (Paternalism)

- Previously of the Japanese nobility, and has a slight homesickness that she alleviates with regular trips to Japan
- Embraces her role as an Empress following Pujie's ascension, actively throwing herself into court business
- Has built an interest in Chinese history and culture, but it's an 'acquired taste'—one gets the sense that she'd prefer it to be more like Japan, like home
- Loves Pujie and her family, but can have a bit of a short temper with them if they fail to act in ways she deems proper
- The most embarrassed of all the Aisin-Gioros to be associated with Puyi and Wanrong; tends to cringe at their presence and is quietly relieved when they both die
- Developed a great understanding of geopolitics in the 1950s, and is a trusted advisor to Pujie on foreign affairs




Han Yunjie


Economy Minister, Manchukuo

Aristocratic Conservatism (Despotism)

- An outsider to the Aisin-Gioro, but 'adopted' as an honoured outsider
- A businessman with a string of successful ventures and a network of contacts within the growing middle class
- Ambitious, and angling for a noble title that he's 99% sure is his once the relevant laws are passed
- Though he has a good work ethic, finds it difficult to match Yuyan's pace
- Certainly finds it difficult to match the ever-increasing

	<p>LARP of the new Manchurian court</p> <ul style="list-style-type: none"> ● Often acts as a sounding board for Yuyan to know what the 'common man' thinks—but he's getting more of what the bourgeois man thinks ● A relatable-ish character for the player, an outsider (albeit a powerful one) in a noble setting
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	<p>Aisin-Gioro Yunying</p> <ul style="list-style-type: none"> ● The quintessential 'fun aunt' ● Despite her age, maintains a bubbly and positive demeanour that some find amusing, others charming, and a few grating ● Terrified of letting people down or upsetting them, seeking harmony in all situations, which causes her to both be an effective diplomat and a doormat ● Has a very small selfish streak; when she was younger, it used to be bigger ● Nosy, bordering on a parody of a detective, though whenever she inserts herself into some family drama she can offer some genuinely good advice
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	<p>Aisin-Gioro Wanrong Empress Consort, Manchukuo</p> <ul style="list-style-type: none"> ● I am in pain ● I live in a great black fog, consuming me inside and outside ● There's something beyond that fog, something evil; I see its shadows, growing ever larger ● I don't want to leave it, please don't take me away from it, I can't bear to look at the world without its blessed obscuration ● Why am I living in someone else's Hell?
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Aisin-Gioro Huisheng

- The 'rebellious' (really straining the meaning) child of the Aisin-Gioro
- Dutiful in her responsibilities as Princess, but dislikes all its trappings deep down
- Despite her dislike of her nobility, will not part with its benefits unless whatever life she enters next is of similar luxury
- In love with a Mantetsu executive, and is willing to cut off her noble name to realise their relationship
- Respects her family, and especially reverential of her father



Aisin-Gioro Husheng/Date Kosei

- Perhaps the only Aisin-Gioro other than Hiro who embraces being Japanese more than being Chinese; tends to prefer being addressed by her Japanese name
- Accompanies Saga on her trips to Japan and does her best to charm
- Married to Date Sadamune, distant relative of the Bandit King; actually a bit disappointed that Sadamune isn't quite like Junnosuke, but keeps that to herself
- A socialite who's comfortable in the court or the club; gives players an insight into the nightlife of the Manchurian elite




Aisin-Gioro Xianjun

Director of Anatomy & Physiology Research,
Green Leaf Corporation

Corporate Statism (Fauciism)

- Formerly head of a military hospital, in *deep* with Unit 731 types that got him a job in Green Leaf
- Twenty years of above-board criminal activity, ranging from human experimentation to organ harvesting
- Cruel, but not depraved, even when performing depraved experiments: maintains a professional remove from his work
- Despite this, feels a quiet thrill whenever he's able to exert power over others, particularly over the 'lesser'
- Perhaps the only Aisin-Gioro that is openly contemptuous of Puyi, though only ever in private and only ever in the presence of his Japanese friends
- Insulated from the rest of court politics, as he's 'too busy' to contribute, though connects Yuyan and the Aisin-Gioro to Green Leaf
- As the game progresses, though, and pressures on Green Leaf start to mount, will attempt to integrate himself further into the court as a representative to the growing medical field
- Cowardly when confronted openly, unless he feels a reassuring weight and authority behind him

The Salvation Committee

 A black and white portrait of Chung Il-kwon, a man with glasses, wearing a dark suit, white shirt, and patterned tie. A handwritten signature is visible over the bottom right of the portrait.	<p>Chung Il-kwon/Nakajima Ikken Prime Minister, Salvation Committee Corporatism (Fascism)</p>
	<ul style="list-style-type: none">• A close ally of Park during his time in the MIA, he becomes a trusted confidant, a loyal hatchet-man, and finally his right-hand in the Salvation Committee• Grandiose in his speech, often forgetting that he's not speaking to a crowd even when he's among friends• Had special dispensation in the 1950s for political training/education, hence why he's more politically acute than he was in 1962 OTL• Manages the Cabinet with an iron fist, and is at his most imperious when dealing with them• Sceptical of Seijima's intentions, isn't as blinded by him as Park, but shares a similar undying loyalty to Park directly



Wang Jiashan
President, Concordia Association
Corporatism (Fascism)

- Deeply unreliable, but has just enough connections with the Chinese in the MIA to have a seat at the table
- Is nonetheless watched closely to make sure he doesn't do anything stupid or treacherous
- (He starts selling intel to China)
- (This false intel was deliberately given to him)
- (He ded)
- But the deed is done by one of the Salvation Committee's own (TBA), giving the player insight into how Sejimanchukuo's violence permeates all levels of this new society



Hwang Jong-ryul/Kouda Chikugen
Economy Minister, Salvation Committee
Managerial State (Despotism)

- A former Mangyo executive (albeit not a powerful one) who got the nod from Park to join his Committee
- Deep connections with businessmen here and back in the peninsula
- Tends to throw numbers out in conversation; the numbers *are* accurate, he's not lying or mistaken, but it is more than a bit annoying
- Slimy, often tries to act suave and usually fails
- Mind focused on profit, insulates himself from the more cultural aspects of regime-building; only cares insofar as that stuff can help grow GDP or not



Paik Sun-yup/Shirakawa Yoshinori
Marshal, Manchurian Republican Army
Corporatism (Fascism)

- The new commander and founding father of the Manchurian Republican Army
- Direct, tends to use violent metaphors in his speech
- I FUCKING HATE PARTISANS
- Decent, if slow administrator; tends to act with far greater speed than he plans



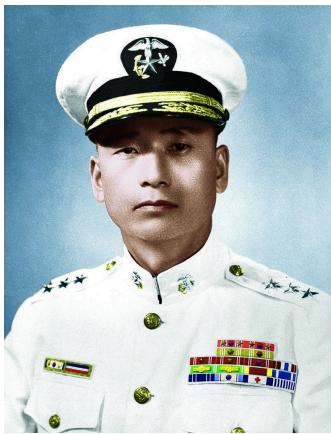
Choi Kyu-hah/Umehara Keiichi
Foreign Minister, Salvation Committee
Pan-Asian Idealism (Paternalism)

- Former high-level bureaucrat in the Ministry of Foreign Affairs, one who closely worked with Tokyo
- A bit out of his depth outside of Tokyo, though he has a decent enough grasp of Asian geopolitics and develops it through the course of the story
- With his positions, he's approached by representatives of Japanogladio who'd like to use the MoFA and its many arms as one of their own arms
- Diplomatic in his speech, and when he gets flustered he gets more diplomatic; in times of stress, says a hundred words where ten would suffice
- Despite the ideological affiliation, is perfectly comfortable serving under this regime; if duplicate subids were possible, he would be under Fascist



Kwon Hyeok-ju/Kondo Yoshiro
Minister of Justice, Salvation Committee
Corporatism (Fascism)

- The primary author of the new Manchurian constitution
- Often passes judgements casually in his speech; don't go full 'hanging judge' in his speech, but he should speak as if he's on the bench sometimes
- A former judge, his command of legal matters is solid
- Hasn't entered Sejima's orbit, and as such retains a slight sense of propriety and morality
- That's going away once Sejima works his magic
- A bookworm with little social life, tends to stay home and busy himself with reading
- Doesn't actually like his position insofar as it removes him from day-to-day judicial matters, which he actually liked to engage in



Shin Hyun-joon/Udakawa Yoshihito
Defence Minister, Salvation Committee
Corporatism (Fascism)

- Formerly commander of the Gando Special Forces, his connections with Chung and Park land him a position in the Salvation Committee
- Has served with Gando for most of his military career, and has acquitted himself well in many operations
- Prefers a hands-on approach, at times getting in Paik's way as the two work on the new
- Considers China to be the greatest military threat to Manchukuo and tries to convince the Committee that they should be preparing for a 3SJW
- (The partisans and a potentially-hostile Russia are seen as greater threats)



Itō Masaya

Press Secretary, Salvation Committee

Pan-Asian Idealism (Paternalism)

- A native son of Manchukuo, having been raised in its gentle care
- A reputable reporter and above-average writer
- Close ties with Choi Kyu-hah got him this position, and Sejima/Park never let him hear the end of it
- Already developed a reputation for playful, witty hostility towards his peers that he brings into the role
- A genuine Pan-Asianist who believes in its ideals, but as a Japanese man in Manchukuo, isn't as familiar as he thinks with the dark side of Pan-Asianism
- Slightly, subconsciously conflicted with serving a Korean council, though on the surface his commitment to the Five Races In One Union line prevents any open concerns from emerging
- Repelled by Sejima's attempts at corrupting him, but tries to learn from him and apply those lessons towards a better end—he's not charismatic enough to pull it off

Those We Left Behind...




Katakura Tadashi

General, Kwantung Army

Stratocratic Corporatism (Fascism)


- Eternally furious at the Aisin-Gioros winning, and believes it's a sign of the end times for Manchuria
- Direct and curt in his speech, as if he fears that something will be over before he finishes his sentence
- Vacillates between dismissing the Aisin-Gioro's skill and fearing it
- Tends to focus on the enemy without; haunted by visions of Yuyan throwing open the doors to bandits

	<ul style="list-style-type: none"> ● Blinded by his hatred of the Aisin-Gioro that he ignores Sejima's own deceptions
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	<p>Matsumara Tomokatsu General, Kwantung Army Corporatism (Fascism)</p>
	<ul style="list-style-type: none"> ● Leads the openly anti-Katakura 'Manchurian faction', who believes that his obsession with litigating 1931 detracts from the KA's stated aims of maintaining order in Manchukuo ● Unlike Katakura, is counting down the days until he can retire and be free of this place ● Works with Sejima to be his cover, the public face of opposition so Sejima can be under the radar ● Once Katakura is removed, with his request being the final nail in his coffin, he retires in mid-1964 ● Doesn't actually like the Sovereignists and would have preferred Gu to take the role, but at least recognises they're better than Katakura

	<p>Tsuji Masanobu Governor-General, Kwantung Leased Territory Stratocratic Corporatism (Fascism)</p>
	<ul style="list-style-type: none"> ● Brought into Manchuria from the Home Islands after Katakura's recall ● Cautious, careful and always listening; plays a much longer game than Katakura ever could ● Largely understood to be 'Tokyo's man', aware that reputation has him on the backfoot ● Respected by the Kwantung Army and the Japanese settlers; quickly forms a base of support there ● Tends to inflate his own standing when dealing with

	<p>Japan, but is privately aware of his own position</p> <ul style="list-style-type: none"> • Dislikes dealing with Sejima, who he (accurately) realises is an up-jumped moron • Japan doesn't like dealing with him because they also (accurately) think he's a moron, but one they didn't want to deal with; his posting is an exile more than a reward
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	<p>Sakomizu Hisatsune Director-General of Sōmuchō Reform Bureaucracy (Fascism)</p> <ul style="list-style-type: none"> • Surprised that the Aisin-Gioros even got this far, and never quite accepts it • Clings to his own position and fights against any attempt to take the bureaucracy away from him • In Yuyan's route, Sakomizu tries to defend the bureaucracy against its Concordianisation, but his attempts are stymied by loyal Concordians at all levels • In Sejima's route, Sakomizu—a long-time ally and acquaintance—finds new power in becoming the secretary to the Sejima Machine • Proves himself an apt administrator by keeping all the Machine's parts moving • Placates himself with this secondary but enduring role in the administration, even if he thinks the whole thing is seedy and not aligned with his other dreams
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Wada Hirō

Vice-Minister for Agriculture

Left-Wing Corporatism (Paternalism)

- Just kinda around, being vaguely miserable
- Promoted to Vice-Minister for Agriculture because Yuyan can tell he does give a shit about people
- Provides an insight into the state of Japanese vice-ministers in either Yuyan or Sejima's route, but he doesn't stay in Manchukuo for long; leaves by 1966
- In Yuyan's route, he puts forward a land reform proposal that he knows is going to get axed, and Yuyan's reaction is to have Pujie hand him a resignation letter (he hates doing this)
- In Sejima's route, Wada gets pushed out over 'ideological concerns'—code for 'we're going to execute you if you stick around commie'—and resigns before he can be fired or arrested
- Potential for him to link up with Asanuma in TSS?



Gu Ciheng

Corporatism (Fascism)

- Guess who's getting thrown out of the Cabinet???
- Gu makes a big fuss but nobody cares
- Eventually decides he's had enough of Manchukuo and goes south to join the NCPC
- Tries to pitch his story as a true Pan-Asianist spat on and ignored by nostalgia-obsessed morons



Ruan Zhenduo

Kingly Way (Fascism)

- The player will lose track of Ruan in Sejima outright, but will pick up on him a bit later in Yuyan
- After his resignation, Ruan decides to retire outright, content with the fact that a man of virtue got the job
- A few months after Yuyan's victory over Sejima, Ruan is given a sinecure as director of some Confucius Institute analogue
- This sinecure lands him funds that he uses to buy property and a decent estate, becoming a new landlord and possibly earning him a noble title
- Ruan wholesome ending yayyyy ^_^
- (He gets shot by his tenants in the NAJUA-O)

...And Those Who Will Destroy Us

Aisin-Gioro Xiandong

Bolshevism (Communism)

- Brother to Kawashima Yoshiko, and the only Aisin-Gioro to outright reject the monarchy
- Living in the hills has humbled him immensely; if there's any ego, it was taken from him long ago
- Always looks and sounds tired; he's moving by pure will and sense of duty
- Despite keeping the name to confuse intelligence agents, finds it difficult to associate himself with the Aisin-Gioros
- Not a particularly strong speaker in public



Kim Il-sung

Marxism-Leninism (Communism)

- Just drop like thirty kilos from his portrait bc he'd be starving up in the hills
- Hyper-focused on an ascetic life, a deliberate way that he differentiates himself from the rest of the corrupted in Sejimanchukuo
- An effective guerilla leader, hardened by over fourty years of partisan activity
- Though no longer in active combat duty, retains an immense energy beyond what his age might normally suggest



Qian Liuxian

Social Nationalism (Paternalism)

- Please someone tell me who fits here
- Chinese nationalist and agent for the NNSC with friends in the ROC, someone for whom the Aisin-Gioro is a bad joke and a worse punchline
- Reads into people's words more than is intended; this makes her both a deeply suspicious figure and also deeply gullible if you know the right words

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