

intro

# Golden Sun Saga

## 1300-present

This challenge is pretty much identical to the ultimate decades challenge, however i changed most of the events and goals to fit with Japanese history during this time period instead.

the basic aging rules used in UDC can pretty much be used here as well, with minor tweaks here and there.

since the timeline is pretty much the same as well (from 1300s-present day) the same spreadsheet can be used however i did create a revamped version that's updated with Japanese events.

Your sims will basically start of during the Muromachi period, which is late 1300s. however you can choose to start earlier to get a better head start; also the spreadsheet starts in 1300s.

The Mortality rate was also drastically high, it fluctuated throughout different periods, but essentially remained high until the late 1800s. the counter to this was that the birth rate was also high, but the infant mortality rate matched.

There are two separate classes to be 'born' into. your sim can be born into a samurai (daimyo) clan or can be born into a family of farmers. each class has there own progression throughout the challenge but both roles can be played through interchangeably

i included the regular death and aging rolls in the spreadsheet incase the once provided are too harsh



# Gameplay and rules

During the early to late 1300s, as well as until about the 1500s, the Japanese were very closed off and did not consume certain foods that were common to western society. they also didnt grow a lot of the vegetables and fruits that were grown.



I wanted to add a list of mods i thought would be very important as well as useful when playing this challenge. since the Japanese didn't eat or grow common fruits or vegetables, there s link to a list of recipes that would be appropriate for this challenge.

MC Command center  
Littlebowbub Ye Olde Cookbook  
Icemunmun custom food mods  
BrazenLotus custom harvestables  
Littlebowbub foraging mod

Certain jobs can also be available if you choose, jobs like businessmen, lawyers, & doctors; when period apporiate.ro be a little more historically accurate, sims will also be given (optional) traits and aspirations, it helps with gameplay.



# Lifestage

i wanted to add one more thing, i noticed that the birthing charts for each period can be a bit confusing, they're there only to simulate the actual period experience but you don't need to really follow them, the original life stage roll chart is perfectly find for this revision as well. the life spans were essentially the same throughout, except where a high number of deaths are expected, that's when my charts can be used. but once again if your feeling like the charts are too confusing you don't actually need to use them. this is your game and you play how ever makes sense.

Death Rolls	Life Stage
1	Birthing moms
1, 5,7,10,15,20	Babies
12,16,18,20	Infant
4,8,12	Toddler
919	Child
7	Teen
2,6,11,13,14	Young Adult
2,6,9,12,15,17,19	Adult
<9	Elder
ROLL D20 FOR END OF LIFE?	END OF LIFE

# Birth rate and life stage

Teen	40%
Young Adult	30%
Adult	25%
Elder	0%

Since the Birth rate was actually pretty high, i wanted to add an updated version of the pregnancy chances chart

I wanted to add one slight change i also made, side households dont need to roll for marriage or baby tries, in this period, most marriages were arranged and enforced. mainly for wealth or alliance. so for side households, marriages should be arranged. you should do roll death roll and aging rolls however, since the moratality rate for pregnancy and infants were pretty high and death by sickness or warring conflict was common.

When it comes to paying taxes, sims will roll a 4 sided dice to simulate the precentage in taxes they'll have to pay at the end of every year; for what ever period taxes are owed. this would mean as a daimyo, you would also roll to see how much taxes to take from those living in your territory.

Roll for Tax  
amount

1-2 = 10-20%

3-4 = 30/40%

Sims will also have to roll every 2 days for any adults to see if they get sick. rolling a 4 sided dice to see if they die or survive after another 2 days (in game)

Roll for sickness

Roll for recovery

1-2 sim gets sick

1-2 sim dies from  
sickness

3-4 sim stays  
healthy

3-4 sim survives



Muromachi period

# Muromachi Period

1390-1467



Here's a bit of historical context: during the late 1300s, the Nanboku-cho period was coming to an end and the unification of the southern and northern court had begun. This also marked the beginning of the more stable Ashikaga Shogunate. Although there was a sort of central government, the Daimyo held most of the significant power and Zen Buddhism became very influential.

## Daimyo (aspiring samurai)

- Start with a respectable but not extravagant home. As wealth grows, expand and improve it.
- Focus on Logic (for strategy), Fitness (for martial training), Charisma (for leadership and negotiation).
- Have other Sims represent your retainers or loyal family members.
- Your Sims should regularly engage in "combat training" this could mean sparring with a practice dummy or another sim.
- Engage in activities that reflect the developing arts of the period, like playing instruments, or painting.
- Ensure a strong heir is raised, perhaps focusing on skills that make them a capable leader.
- If you're playing this side, your sim should establish a "territory"; an entire neighborhood or village that your daimyo controls. This would mean they get to "collect taxes from those living in this territory"

## Farmer

- Establish a large garden plot and primarily live off the land.  
Grow rice
- Maximize Handiness skill to repair broken items, and Fishing to supplement food
- Befriend other "villagers" (other Sims in the world). Develop the Charisma skill to represent community cooperation.
- Establish a large garden plot and primarily live off the land. Grow rice
- Periodically "pay taxes" to your local Daimyo.
- Have Sims meditate or visit a quiet, natural spot to represent a connection to local Shinto or Buddhist beliefs.

1390-1467

During this period, deaths due to famine, disease, warring conflict, and political intrigue were common. for every 20 sim days, you must roll a 6 sided dice to see if your adult sim dies unexpectedly.



As a daimyo, the famine wouldve hit you a lot harder since most of your ingreidents for cooking come from the market. for this, every 50 sim days your sim goes through a food shortage for 2 days at a time. sims can only eat once per day

Infant death was also something to worry about, for the muromachi period the infant and death rolls will actually be a bit harsh

traits to apply to be pro period would be out door enthusiest , family oritentated, and loves outdoors. daimyos usually were hotheaded, fitness orentited and adventurous

Roll for adult deaths	Outcomes
1-2 sim dies of sudden illnes	Any death of your choosing
3-4 sim get seriously ill	roll again after 1 day, 1-2 means death
5-6 no death	sim does however lose 10 percent of their current funds

During this time period, sims should aim to master a traditional art such as music or painting. If you have the "business & hobbies pack" sims can also create pottery

Roll for infant survival
1-2 baby dies during child birth
3-4 baby dies before reaching toddler stage
5-6 toddler survives to childhood



# Sengoku Period

# Sengoku Period

## 1467- 1603



The Warring States, central authority has collapsed which lead to a widespread conflict between Daimyos. firearms are now introduced which raises concern, unifiers such as Oda Nobunaga & Toyotomi Hideyoshi

### Farmers

- for your sims this would be a good time to stock pile food and resources. it would also be a good time to teach your sons how to fight and defend your village and clan.
- due to the fact that Daimyos were at odds and often ended up fighting, your sim may move to a different village or serve under a different daimyo if they currently feel unsafe.
- Daimyos may randomly take a large portion of taxes to fund a lavish project or even to fund weapon making for their warring conflicts, randomly once every 4 years your sims loses 10 percent of their current funds or send your heir out once every 4 years for 2 days at a time for forced labour.

### Daimyos (Samurai)

- for your sim, the main objection is control and expansion, this would be a good time to buy up lots in your rival Daimyos territory or by defeating your rivals in combat (a fight or duel)
- this is also a time for building strong alliances, you need to ensure strong ties by arranging marriages for any heir sim in your main household and side households.
- this would also be a great time to ensure your male sims have max fitness, in order to make sure they can properly defend the clan and the territory.
- sims can also get into firearms, your sim can either choose to produce and sell firearms or just practice using them.
- your sims might also betray certain allies if an opportunity to do so arises, you can betray one of your ally Daimyos by having them kidnapped or killed and then taking their territory.

1467-1603

this period can be played along side the Azuchi-Momoyama period since they essentially happend at the same time and the 'warring states' was the beggining of the Momoyama period.

# 居酒屋

With this however, the birth rate and death rate charts in the Azuchi-Momoyama period can also be used for the Sengoku period.



This house is great example of a period style house by the sengoku time. this was especially the style for Daimyos, this featured lavish courtyards and beautiful gardens surrounding the estate

Just bit of history buff here, no one really knows when the Azuchi-Momoyama period really began, its just essentially the tail end of the sengoku period. it signifies the peace that Japan felt after unification thanks to unifiers like Oda Nobunaga and Toyotomi Hideyoshi.

i wanted to add that i thought it would be a good idea, to have your side households and your main household live on the biggest lot (64x64) in order so simulate your clan. other sims can live their as well, if you have the for rent pack this is easy, you can also simulate a village this way.



# Azuchi-Momoyama period

# Azuchi-Momoyama Period (1573 - 1603)

Historical context: this period in time for Japan was a rather brief period of unification. With powerful unifiers like Oda Nobunaga, Toyotomi Hideyoshi, and Tokugawa Ieyasu. This period is also marked by lavish art, grand castles, with Japan seeing its final stages of warfare before a moment of peace. This also begins the era of contact with Europe.

## Farmer

- You're able to experience periods of stability, your harvest is slightly better, and taxes in this period are a bit lower.
- this period also had times where your sim must participate in forced labor. Oldest young adult sim in all households must go to labor camps for two days out of every 2 years for the first 40 sim days.
- during this period your sims encounters new items from trading. this can be European art or even new foods.
- your sim must still rely on fishing and harvesting to sustain their families.
- this period also brings in a new religion your sim can follow which is Christianity. a sim of your choosing can now try to follow a different religion.

## Daimyo

- Your sims can now construct large castle like structures for homes, showing off their lavish courtyards and impressive interior design.
- your sims should max out the artistic skill, music, painting, as well as mixology (for tea ceremonies)
- this period for Daimyos was known for their tea ceremonies, these were used for strategic purposes like creating alliances, sims should aim to throw tea ceremonies at least once a year, preferably during weddings.
- your sims should also collect rare and expensive items to signify the Annan trade.
- though this was a time for peace, it wouldn't hurt to have your heirs focusing on their fitness skills.
- your sims should feign tolerance towards those practicing other religions and may even befriend unique sims.
- this should also be a time where your Daimyos are buying up "land" in order to secure more powerful "vassals" to pay you tribute.

1573-1603

Roll for adult deaths	Outcomes
1-2 sim dies of sudden illness	Any death of your choosing
3-4 sim get seriously ill	roll again after 1 day, 1-2 means death
5-6 no death	sim does however lose 10 percent of their current funds

During the first 40 sim days, the death rate is high, this signifies the push for unification. For simplicity, the same chart used for Muromachi period will be used here, but only for the first 40 sim days. you would roll once for every adult sim in your current and side household every 2 years

infant mortality was however reduced though it was still high, I created a new chart for this period, as the one for the Muromachi period represented a much higher infant mortality. this time you will roll a 20 sided die.

infant survival
1-5 your infant does not survive birth
6-20 your infant does survive birth

Sims should aim to

- throw lavish parties at least once a year
- build grand luxuries castles (if you're a Daimyo)
- and possibly have a sim "unify" Japan by become a leader. This sim should have high charisma, logic, and have a high wealth statues

During this period, sims should also focus on their logic, charisma, fitness and artisan skills. Individuals during this time were snobbish, materialisti, high maintenanc, or down right greedy.



EDO period (Tokugawa)

## EDO period (Tokugawa) 1603 - 1868

### Farmer

- during this period your sim has a surplus of crops they can now sell in markets, you can buy a market stand in the town and begin selling your surplus and wears.
- this is also a great time for your sims to engage in community life; building strong ties with your fellow villagers.
- your furnishing have approved as well, you can afford better improvements but still no electricity or plumbing.
- everyone should have outmost respect for every elder, its important to teach that to your children.
- you're unable to travel far and are very limited to the village or town market and your land.
- this however is a starting time for child sims, one of which you can teach the logic or handiness skill too, but children still weren't as educated in this social class.

Historical context :this period had unprecedented peace and stability under the Tokugawa Shogunate. Urban culture began to flourish, this is evident with that introduction of the Kabuki theater. however there were strict social classes, such as Farmers, Daimyo, merchants, and artisans. This period was marked as Sakoku; isolation.

### Daimyo(urban elite)

- your sims primary goal should be securing and maintaining your families wealth and statues. this means being honorable and having integrity.
- this time of peace also made it easy to max out art related skills, pottery, painting, music and even creating poetry. it was also important to hold frequent tea ceremonies, one should be hosted every year and during weddings.
- now is not the time for scandals, that would be devastating to your family name.
- your home is more refined and contains a slew of lavish objects, your courtyards boast the most beautiful flowers.
- your children are well educated maxing out any mental skills.
- you also do not mingle with the lower class, friendships are very uncommon.



1603-1868

## merchant (new class)



- this new class was seen as the lowest class, since many times merchant didn't actually make anything, however your family should focus on accumulating wealth.
- your sims should also strive to break through the social class, they don't mind engaging within different classes.
- merchants often owned market stalls or stores to sell their goods, your sim can open a small store in the village to sell things like clothing, jewelry, paintings, or pottery.
- merchants to also focus on handiness skills, or any skill that they would require for their merchant stall or store.
- merchant children were educated but only in terms of the business they would inherit.
- even though you may become wealthy as a merchant, you should enjoy your wealth discreetly, loud displays of luxury were frowned upon for the merchant class.

However since sickness was still in issue you will roll a 20 die to see if any adults in your main or side households get sick every 50 sim days. this does not mean certain death, there is a chance your sim will survive.

Life expectancy during this period improved, infants still had a somewhat high rate of death but it mainly occurred in rural areas. for that reason the same birth chart will be used

### Adult sickness

1-5 your sim gets sick (roll again in 2 days for death, 1-5 means death)

6-20 your sim does not get sick

### infant survival

1-5 your infant does not survive birth

6-20 your infant does survive birth

during this period sims samurais were no longer warriors, so your retired samurai now get a stipend of 400 simoleons at the start of every year until that sim passes. there were also geisha entertainers, female sims can now become geisha singers. because of the new merchant class sims in era would tend to be perfectionist, bookworms, proper, and a bit snobbish still.

Meiji period



## Meiji Period 1868 - 1912



historical context: this period is known as the Meiji restoration period, which came with modernization, westernization, and industrialization. this also came with the complete abolition of the samurai or warrior class leading to modern military establishments. not all was bad since modern education became more prominent.

### Workers (former farmers)

- many farmhands moved to more rural locations by this time, and looked for jobs within the city, sims can now move to cities and work basic hard labor jobs, not making much.
- your children can now go to school and your home has slowly upgraded. giving you access to simple wire lighting and basic plumbing.
- your sims might also be into social activism to advocate for better working and living conditions.

### New elite (professional)

- since the samurai class has been abolished and daimyos no longer hold power, you no longer collect taxes from others and your territories have been confiscated by the government.
- your sim must enter the business roles, they can be doctors, lawyers, or government officials.
- your sim might also adopts western culture, by changing the way they dress or the furnishings they have for their home.
- your sim must always aim for a higher education which means your children and teens can now study abroad.

your sim could also enlist or join the military role since japans military was modernizing.

明治

1868-1912

infant or child mortality was extremely low and random, with deaths occurring due to low health or sickness. you may continue rolling but chances of infants not making it to toddlers or childhood was about 1-10 for that ill add an updated chart that can be used for the remaining periods for the challenge.

#### infant survival

1 or 2 infant passes away

3-20 infant survives birth

although refrigerators were not a thing quite yet, ice boxes or cold storage was. sims can now store leftovers without having to worry about spoiling food. computers were still not available however and the only phones available were landlines. your sims can participate in basic science roles as well, rocket science or engineering robots.



roles for women began drastically changing as well, women were allowed to work as nurses or take on teaching jobs. sims during this era would've been knowledgeable, ambitious, genius, geeks and self assured.

sims should also aim to be very wealthy and knowledgeable, wealthy, master crafters, or friends of the world.



Taisho & Showa period



# Taisho & Early Showa period

## 1912 - 1945



Historical context: the Taisho democracy was the essential rise of modern fashion and a brief period of liberalism. the period was marked by labor movements, increased militarism, and economic depression; leading into World War two.

### Civilians

- your sims should be focusing on supporting your family and community.
- items should always be repaired instead of replaced, this simulates having to be resourceful.
- sims can listen or watch the news to be influenced on the current war situation on radios or early televisions.
- sims should prepare for disasters by storing and stocking supplies.
- deeper in to war, sims will have to ration their meals; around 1940.

### military/political figure

- your sims should be focused on their military role, making sure to max skills like fitness, logic, and charisma.
- they should also try to seek political power and influence, they might evil or hotheaded, to represent their extreme nationalism.
- this is also a period of censorship, most western books or forms of media are banned during this time. your sims can not read any books not written by Japanese authors.
- there will be one role for the end of the war, when your sim must prepare to sacrifice themselves for the sake of their nation, this roll will be for death.

food during this time was more diverse, however it was becoming scarce towards the middle of the war. this in turn made food more expensive to buy, sims will spend an extra 10 simoleons for every meal they make.



1912-1945

during the last 40 sim days, your sims will experience a famine, sims will only be allowed to eat once a day for this 40 days.



child mortality was not a concern during this time, however deaths due to war were. all young adult and teen age male sims must be sent to fight in the war, this would include main and side households. they will be fighting, for 8 days (2 years) after 1940. at the end of each year, you'll roll to see if your male sims survive or if they die at war. surviving male sims come home after the 8 days and can be given medals and a reward of 2000 simoleons.

#### war survival

4,8,12,20 sim dies in war

any other number and your sim survives

during this period, your sim would experience a rise in income followed by a long period of financial struggle. at the end of this period, your main household loses 30% of their current funds. while your side households lose 40%

living style in this period became increasingly western, with early modern convinces such as radios, cars, and improved plumbing and electricity. sims around this time would've be snobbish, creative, and patriotic. with actor or musician aspirations.

Postwar period

# Postwar & Economic BOOM

1945 - 1980

historical context: this period focuses on the devastation after WWII, the US is occupying Japan, the economy is rapidly growing, and new industries are on the rise; namely consumerism and pop culture.



## Civilian(worker)

- your main goals for this period is to become wealthy, apart of the elite. you acquire modern appliances like stoves and refrigerators. your furnishing and clothing are more modern, as they resemble the western influence more and more.
- your sims might move to the suburban areas, if they didn't do so already. they could pursue a number of careers and life paths along with giving their children a proper education
- you are now able to sit back on your free time and enjoy a television show, listen to music on your stereo, or even take a much need vacation.

## Politician/Business Leader

- your goal is to maintain your fabulous wealth, if you've managed to keep it all , you aim to be a celebrity, a well known face in media. you look to build your economic growth any way you can; buying stores and restaurants
- you should also strive to extend your global reach to outside countries, get your name out there !
- you should use your wealth and fame to maintain a positive image and shape political decisions.
- your sims could also begin investing in and using the newest and latest technology available during this period.



1945-1980



in this period, deaths due to any other than accidents were very uncommon. birth rates were high and infant mortality was also at a steady low. many sims were family orientated and looked to having big families.

Death rolls aren't needed for this period as well as the one following, your sims can now live significantly more comfortable than before. the real main focus should be building community ties and relations, socializing and maintaining those tea ceremonies.



During this period, your side and main households are allowed to marry who they want and live where they please as well, many younger sims might want to move out and explore seeing as how there isn't a big rush to continue to bloodline as there was before.



# Modern Day Japan

# Modern Day Japan

1980s - Present

historical context: this period is named the 'Lost Decade', Japan is facing an economic stagnation, followed by rapid economic growth. there are natural disasters as well as globalization. pop culture is on booming, with the rise in popular for manga and animes. there has been an increase of social diversity and a huge technological boom, with major technological innovations

- this is the era and age of freedom, your sim can do as they please, they're free to pursue their dreams and plan for the future how they see fit. there is a wide range of paths for your sim to take and the world is there oyster !
- your sim could possibly focus on achieving their dreams, gaining wealth, before settling down to start the next heir.

1980-2025



there are no official death or life stage rolls for this period. in 2020 during covid, Japan managed to keep their deaths very low; compared to other countries. i will add a chart, in case you want to have some spice or drama, but the death will be relatively low for this period, with a long life expectancy well into the 80-90s

COVID survival	outcomes
1-3 sim catches covid	1-3 sim dies from covid
4-6 sim does not catch covid	4-6 sim survives covid

Because the economic state did fluctuate slightly due to the re-introduction of publicly traded companies and stocks, your sim can invest in companies during the early 1980s and roll to see if the investment was fruitful or if they now lose everything. your sim cant check for investment statues 5 years after investing in a company. the percentage you roll is what you get back on top of your earlier investment; you must subtract the funds when making the intial investment.

investment Chances	outcomes
even numbers rolled means investment did well	roll 6 sided die for precentage earned
odd numbers means company tanked & investment is lost	roll 6 sided die for percentage lost



links to updated spreadsheet and recipe  
list



START