

SAKURA | Sakura Line Rescue

World & Character Design Book

Front cover · English · 2026.10



Sakura Station and the Convenience Store District

Familiar landmarks provide direction in a crisis.

Platforms, trains, shop windows, and cherry trees form the city's visual coordinates. Bright entrances help players recognize the evacuation destination amid the chaos. The second and fourth floors of the residential buildings turn rescue into a genuinely vertical journey.

This setting proposal connects four kinds of space: the station plaza gathers the group, residential stairways link the escort route, the shopping street provides cover, and torii gates and shrines guide nighttime exploration. The illustration proposes an atmosphere and spatial relationship; it is not an exact map of the existing level.



Station

The safety zone and the final destination on the way home

Shopping Street

Warm light, glass, and traces of everyday life

Homes

Second and fourth floors linked by continuous stairways

Shrines

Torii gates, stone statues, and nighttime anomalies

Mechanical Blockade

District forces, the Titan, and mecha dinosaurs together constrict the daytime evacuation routes.

Nighttime Anomalies

Witches and spirits turn familiar landmarks into places that must be understood anew.

Combiner Mecha

A separate gallery thread; their allegiance and any causal connection to the other threats remain undecided.

These three world threads are narrative proposals for this book. They do not establish a shared origin for the original assets or introduce an official new faction.

OL

In the middle of chaos, finish one thing at a time.

A gray suit, white shirt, and short brown hair are OL's clearest identifying features. Her design brings the everyday commute and armed action into a single figure, making the station crisis feel closer than a distant battlefield.

Personality and relationship proposal: calm, she breaks difficult problems into the next practical action. OL checks the evacuation order while Xiania looks for risks ahead. Their pace sometimes differs, but both turn back to check on the group. Her coordination role belongs to the story and does not introduce a new skill.



Design Focus

Gray-and-white silhouette, crisp collar, belt, and holster

Movement Language

A steady stance, a lowered weapon, and clear gestures

Setting Connection

Convenience store glass and the warm light outside the station

"Bring them back first. We can work out the rest on the way."

Steel Convergence: Vehicles and Beasts

Complete components draw together; a brief golden flash introduces the robot's victory pose.

Group A uses aircraft noses, tracks, and drills to establish an industrial vocabulary. Group B brings the silhouettes of lions, bears, bulls, and eagles into metal mecha. The groups' visual differences come from the original models' materials and shapes; this page maintains the contrast between silver-white vehicles and dark steel beasts.

The gallery includes selecting complete robots and individual components, playing their original animations, pausing, convergence, skipping, and cancellation. The convergence presentation moves complete components together, adds a brief golden flash, then plays the robot's original victory animation before returning to idle. It does not claim to provide skeletal transformation of individual parts.



Complete A / B robots; the pale sketches above suggest the components.

Group A / 4 Models

Complete robot (robot), drill (drill), aircraft (jet), and tank (tank).

Group B / 5 Models

Complete robot (robot), bear (bear), bull (bull), eagle (eagle), and lion (lion).

Convergence Timing

Approximately 3.3 seconds of convergence, followed by approximately 2.5 seconds of the original Victory animation, then a return to Idle.