



Sakuna

of Rice and Ruin

Artbook



ARTBOOK

Character Artwork	2
Concept Art - Characters	32
Concept Art - Locations	68
Concept Art - Sketches	80

WARNING!

This book contains spoilers for the game's story.
Proceed with caution or complete the game first.

©2020 Edelweiss. Licensed to and published by
XSEED Games / Marvelous USA, Inc.

Princess Sakuna

Daughter of the war god Takeribi and the harvest goddess Toyohana. Sakuna has inherited both of her parents' abilities; as a result, she is regarded as a high-ranking goddess.

For most of her life, however, her parents' whereabouts have been unknown, and she lacks a sense of responsibility without their guidance. Sakuna lazily spends her days in the capital... that is, until she encounters a group of humans.

After a certain mishap in the capital, she is ordered to leave with the humans and exiled to Hinoe, Isle of Demons.



Tama

The blade familiar of Takeribi who has raised Sakuna in her parents' stead. His true form is the Edge of Hoshidama, the strongest holy sword in the land. Unfortunately, this legendary blade was broken in half during the battle with the evil god Omizuchi, and Tama has been unable to perform his role as holy sword ever since.



Character Artwork

Tauemon

A human samurai. His full name is Katsura Uemon-no-jou Mizuki-no-ason Takamori. He is as magnanimous and jolly as they come, and loves fieldwork so deeply that he was often scolded by his high-ranking father in the past. As a deserter in battle, Tauemon has lost the right to return to his noble home and has since been living as a bandit.





Myrthe

A missionary who has come to Yanato to preach the faith of Formos. While she is a holy woman, she is also well versed in medicine and a scholar in her own right.

Her bright personality extends beyond her religion, and she is able to warm the hearts of those who have faced much hardship.



Kinta

A war orphan who lost his parents and was separated from his older sister. He has somehow managed to survive by stealing and deceiving others in the countryside. He may be rough around the edges, but he has a deep interest and a natural talent for crafting.



Yui

A charming young girl who grew attached to Kinta and has stayed by his side ever since.

Though she appears to be rather mild-mannered, she is crafty and cunning, and won't let her guard down even for a moment. She displays weaving and handicraft skills that are unparalleled.



Kaimaru

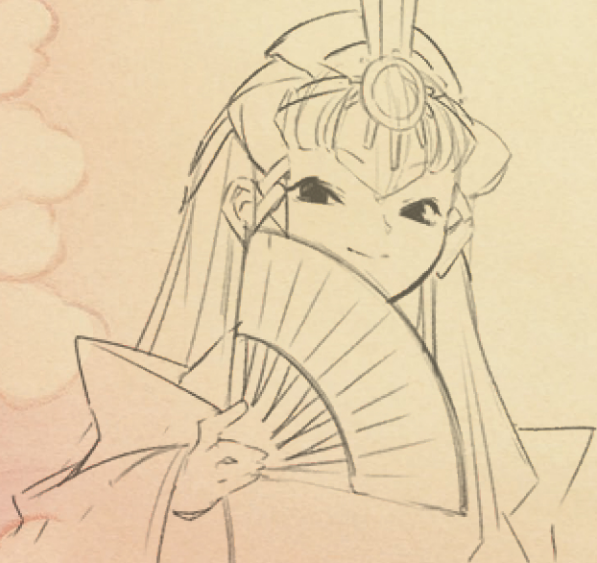
Kaimaru is the son of a bandit leader, but is now in Tauemon's care. Due to certain events in his past, he has lost the ability to speak, so his disposition is rather infantile. Not long after these events, however, he becomes able to communicate with birds and beasts. Those who have been by his side claim that he seems to have entire conversations with these creatures.



Princess Kokorowa

Sakuna's "best friend," a high-ranking goddess who calls the Mihashira Capital home.

She presides over wheels and inventions, and the various contraptions she creates enable Yanato to thrive.



Kamuhitsuki

The preeminent goddess who rules over all the deities of Yanato. She is the living embodiment of the Tree of Creation, the source of all things. Due to the transfer of power from one generation's Kamuhitsuki to the next, this iteration of the goddess is weaker than her predecessors. Despite this, she is still an all-powerful presence.

She orders Sakuna to survey and develop Hinoe, that the young goddess might conquer the Isle of Demons in her stead.



The Ashigumo

A beastlike tribe native to Hinoe. The Ashigumo have long been in conflict with the gods of the capital, fighting to ensure that they would not be conquered. They are a proud warrior race who thrive and survive best on their own.



The Kappa

Like the Ashigumo, these creatures have called Hinoe their home for generations. While they may appear harmless at first glance, they are actually respectable water gods.



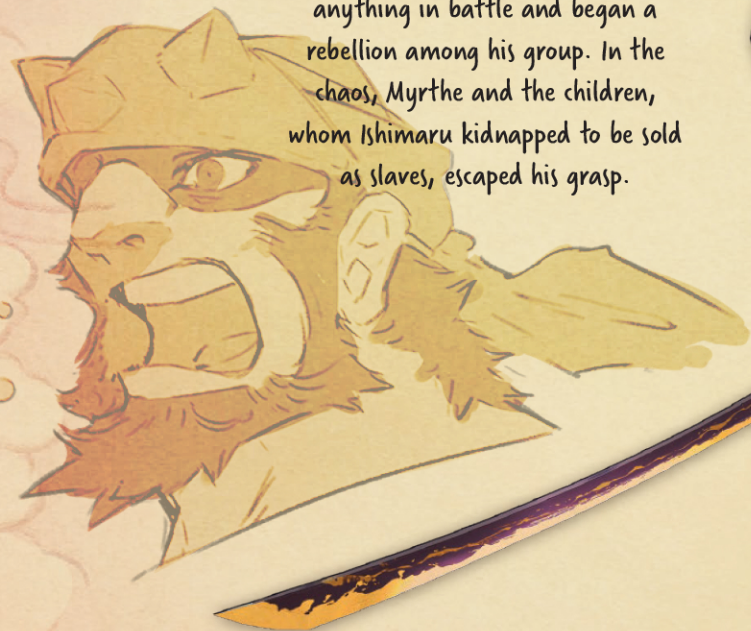
Animals

Companions that Sakuna and the humans raise on Hinoe.



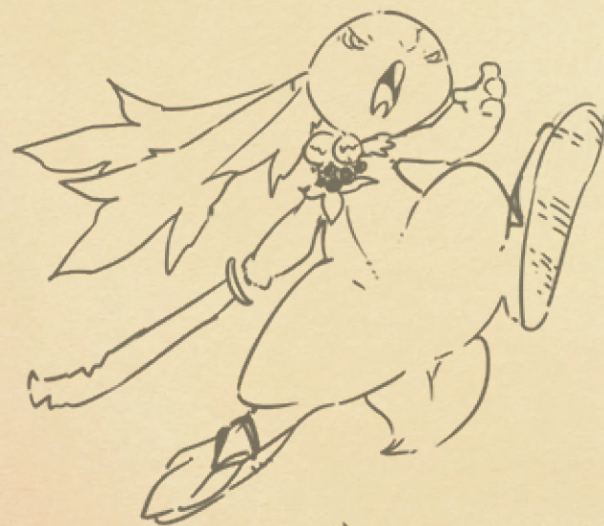
Ishimaru

A bandit from the same group as Tauemon. He believes that chivalrous bandits will never amount to anything in battle and began a rebellion among his group. In the chaos, Myrthe and the children, whom Ishimaru kidnapped to be sold as slaves, escaped his grasp.



Demons

Hostile beasts that inhabit Hinoe.



Rabbit





Pig



Sparrow



Deer



Bear



Pheasant



Badger



Boar



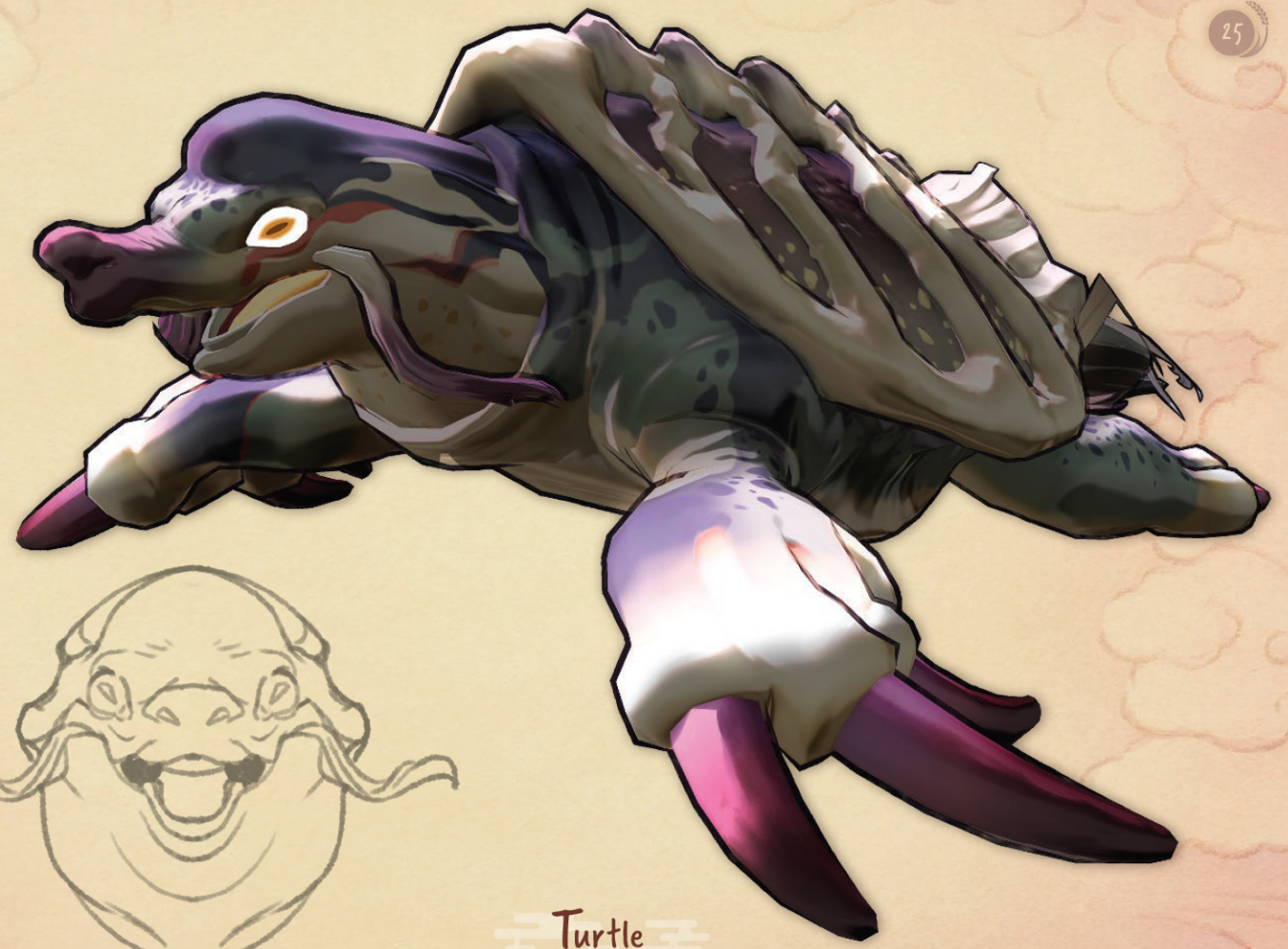
Salmon



Clam



Turtle



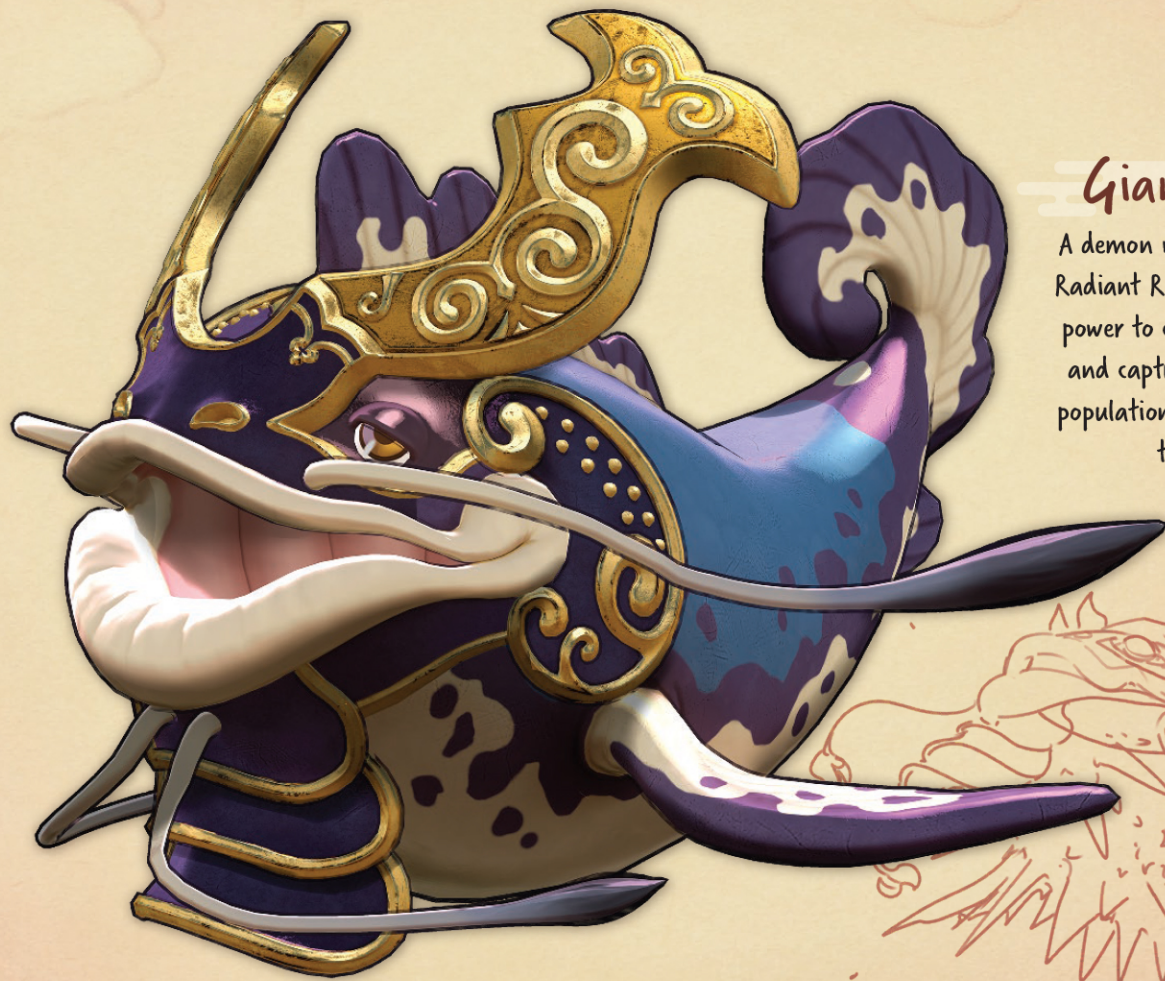
Camellia Toad

A changeling whose collective piety toward oil has allowed it to take the form of a giant toad. It rules over the demons that have taken residence in the Forest of Supplication.



Giant Catfish

A demon who presides over the Radiant River Gorge. It has the power to control water energy and captures the local kappa population, who refuse to obey the demons.





Homusubi Specter

A fire god who has manifested via some sort of intermediary. Its body is made from the bones of the dead, and it begins to lurk about Hinoe to try and quell its unending, unyielding hatred.



Mechanical Warriors

Automated weapons invented by Princess Kokorowa at Kamuhitsuki's behest, modeled after an old war god who predated Takeribi. They wield replicas of the Three Sacred Treasures.

Ashen Beast Ishimaru

Having obtained power from omizuchi, Ishimaru transforms into a stone tiger equipped with powerful armor he himself has crafted.

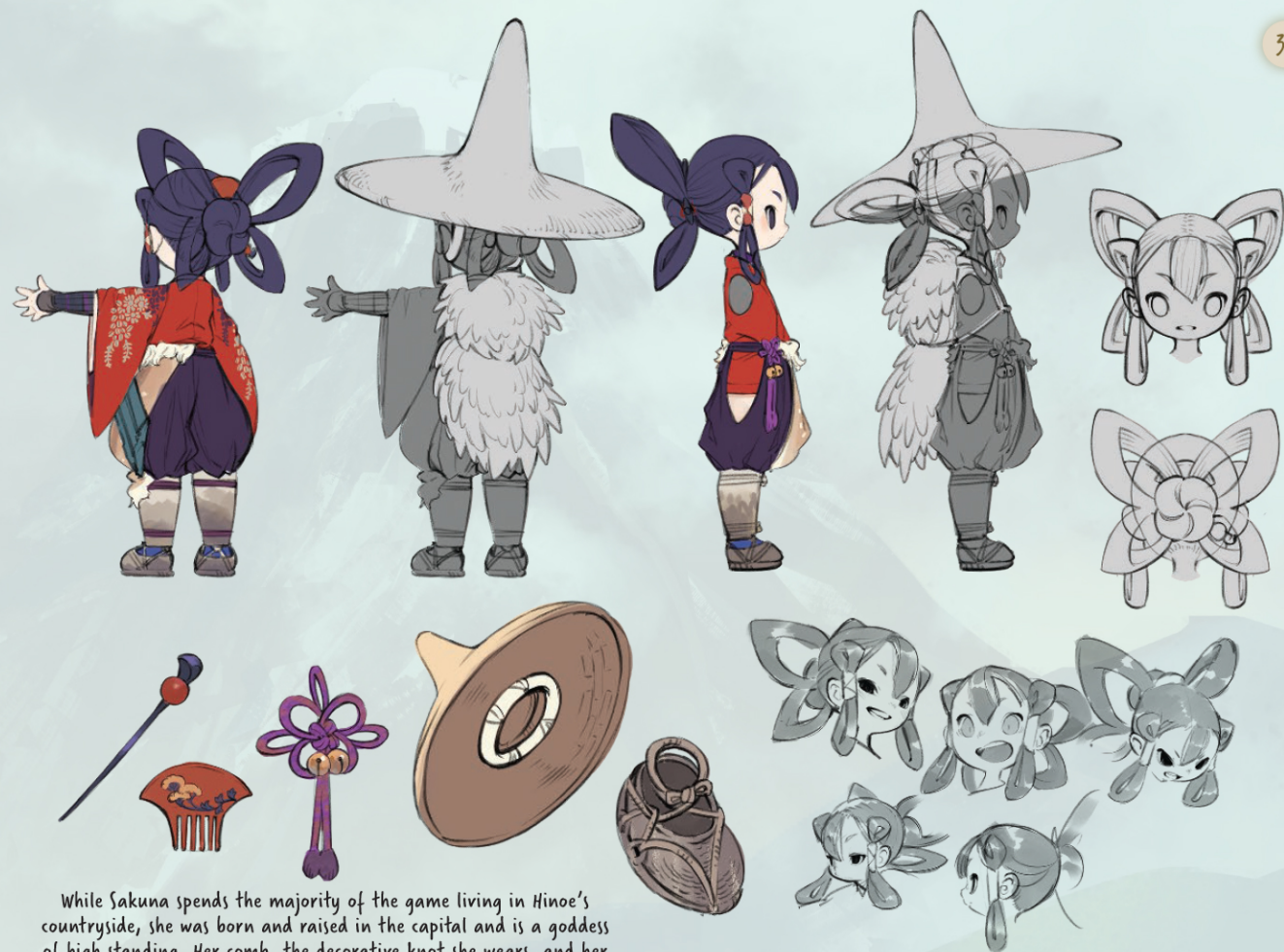


Concept Art - Characters



Sakuna - hunting garb

When we started developing the visuals for Sakuna: of Rice and Ruin, we first wanted to create a realistic world and characters that were easily relatable to players. We were unable to go with a super-fantastical JRPG design, or a comprehensive farming simulation-type image. For that reason, we aimed to blend together elements of the countryside that might be perceived as “uncool” with the “cooler” elements of a heroic fantasy. Ryota Murayama, our character designer, excellently embodied what we were looking for in Sakuna’s design with the character concept he gave us.



While Sakuna spends the majority of the game living in Hinoe’s countryside, she was born and raised in the capital and is a goddess of high standing. Her comb, the decorative knot she wears, and her other accessories are meant to serve as little reminders of this.



Sakuna - working clothes

When Sakuna goes back to the house and is resting or doing fieldwork, she changes into this outfit. It more closely resembles the styles one could find in medieval Japan, so we recall the design work for this going quite smoothly.



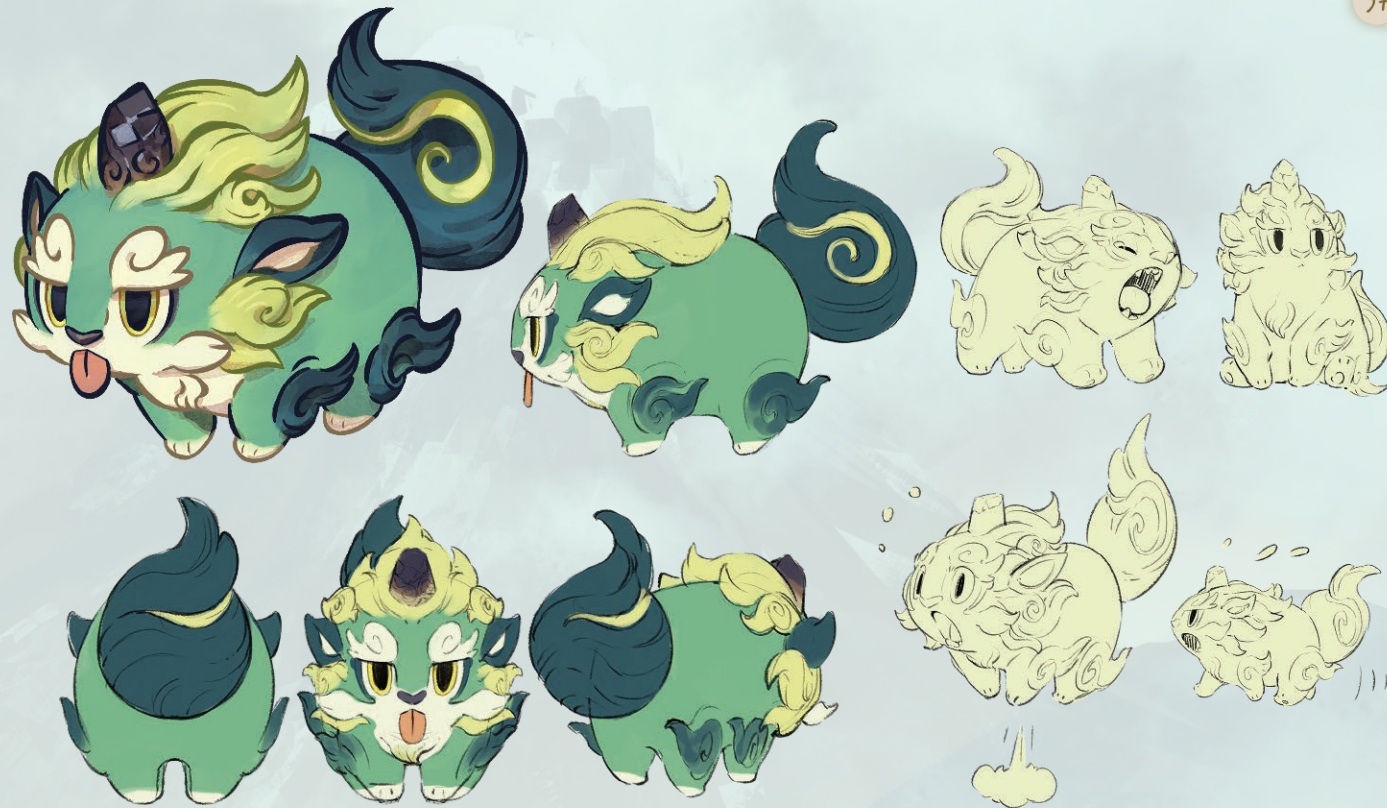
Sakuna - character model

Around 2014, we received correction notes from Murayama-san on our first modeling of Sakuna. When we look at it now, Sakuna's first model had kind of a frog-like face. We took feedback and we're making her much cuter for the retail version of the game!



Sakuna - divine outfit

This is the attire Sakuna wears in the capital as a high-ranking goddess. She must wear this attire when she presents herself to Kamuhitsuki for an audience. The style of these clothes was referenced from a type of outfit used for chief actors in traditional Japanese Noh theater. Please do look it up if you're interested in learning more about it!



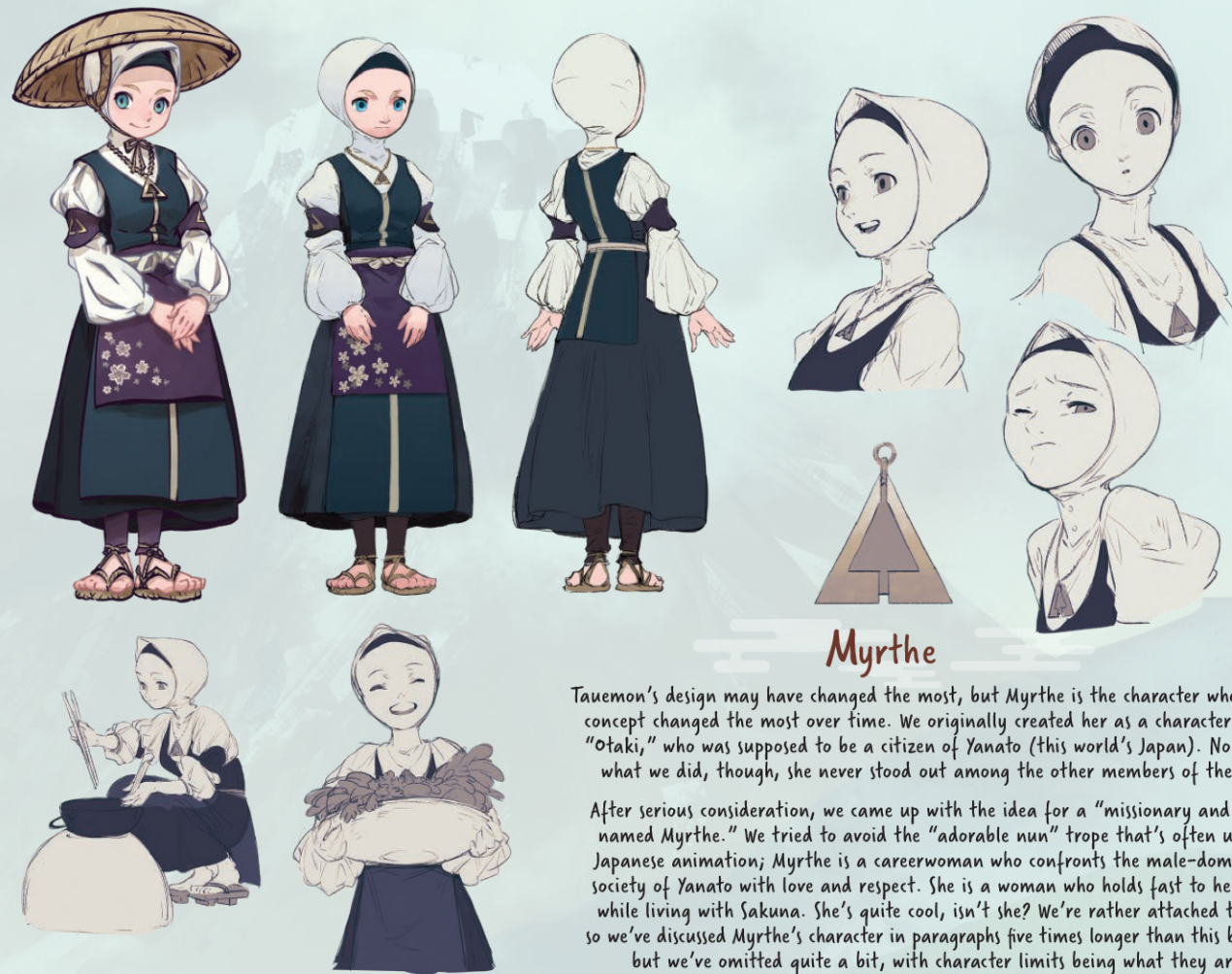
Tama

Tama serves as both a mascot character and the "exposition" role for the game's world and systems. We looked into making him into various animals, like foxes and birds and weasels and such, but in the end, the "guardian dog" role was most fitting for him.



Tauemon

Tauemon's character design was probably the most complicated one to pin down. He went from a wandering warrior, then back to the overly kind samurai he is now. His name was also changed several times, from Daniemon, to Funaemon, and then finally to Tauemon.



Myrthe

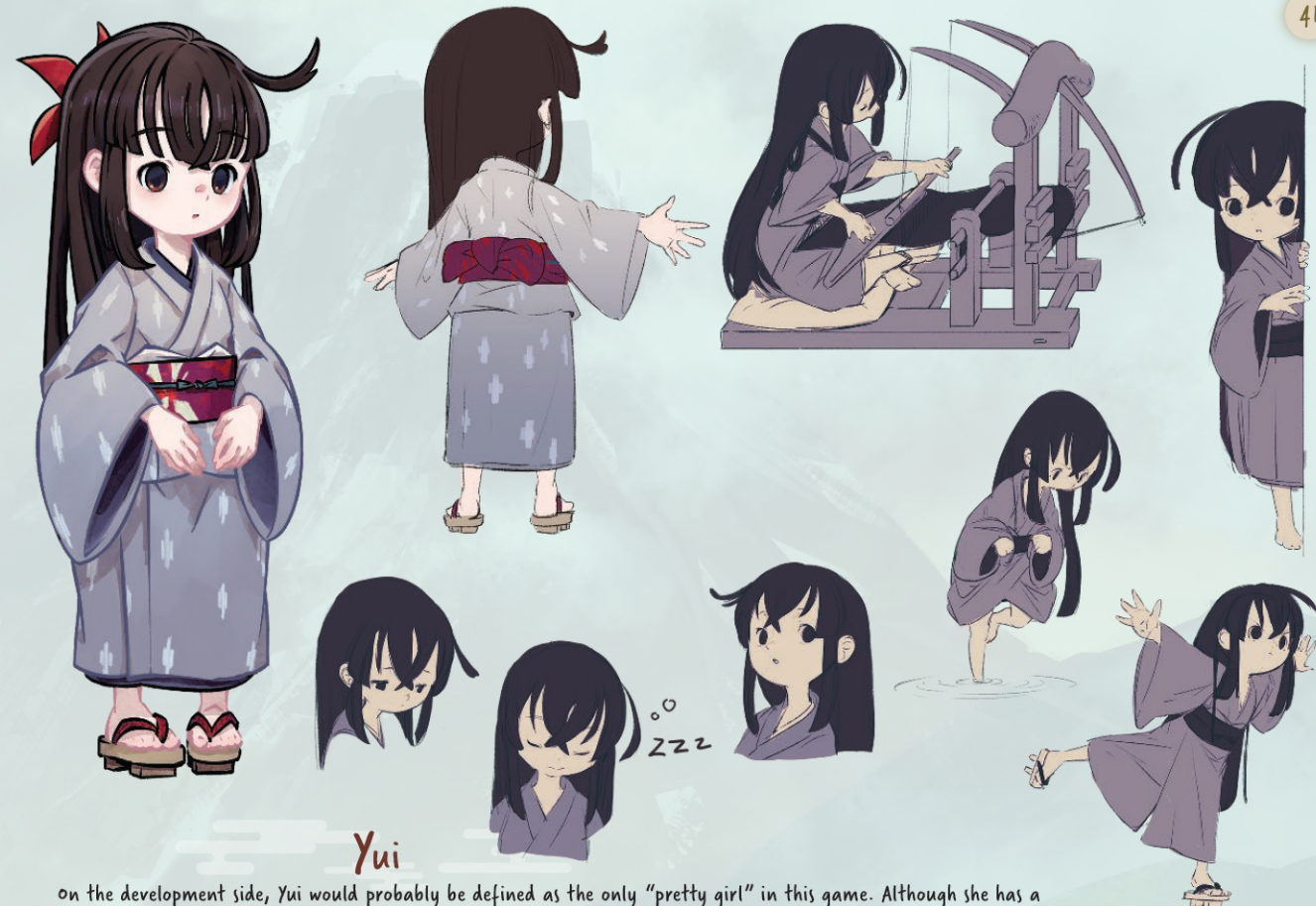
Tauemon's design may have changed the most, but Myrthe is the character whose entire concept changed the most over time. We originally created her as a character named "otaki," who was supposed to be a citizen of Yanato (this world's Japan). No matter what we did, though, she never stood out among the other members of the cast.

After serious consideration, we came up with the idea for a "missionary and doctor named Myrthe." We tried to avoid the "adorable nun" trope that's often used in Japanese animation; Myrthe is a careerwoman who confronts the male-dominated society of Yanato with love and respect. She is a woman who holds fast to her faith while living with Sakuna. She's quite cool, isn't she? We're rather attached to her, so we've discussed Myrthe's character in paragraphs five times longer than this before... but we've omitted quite a bit, with character limits being what they are.



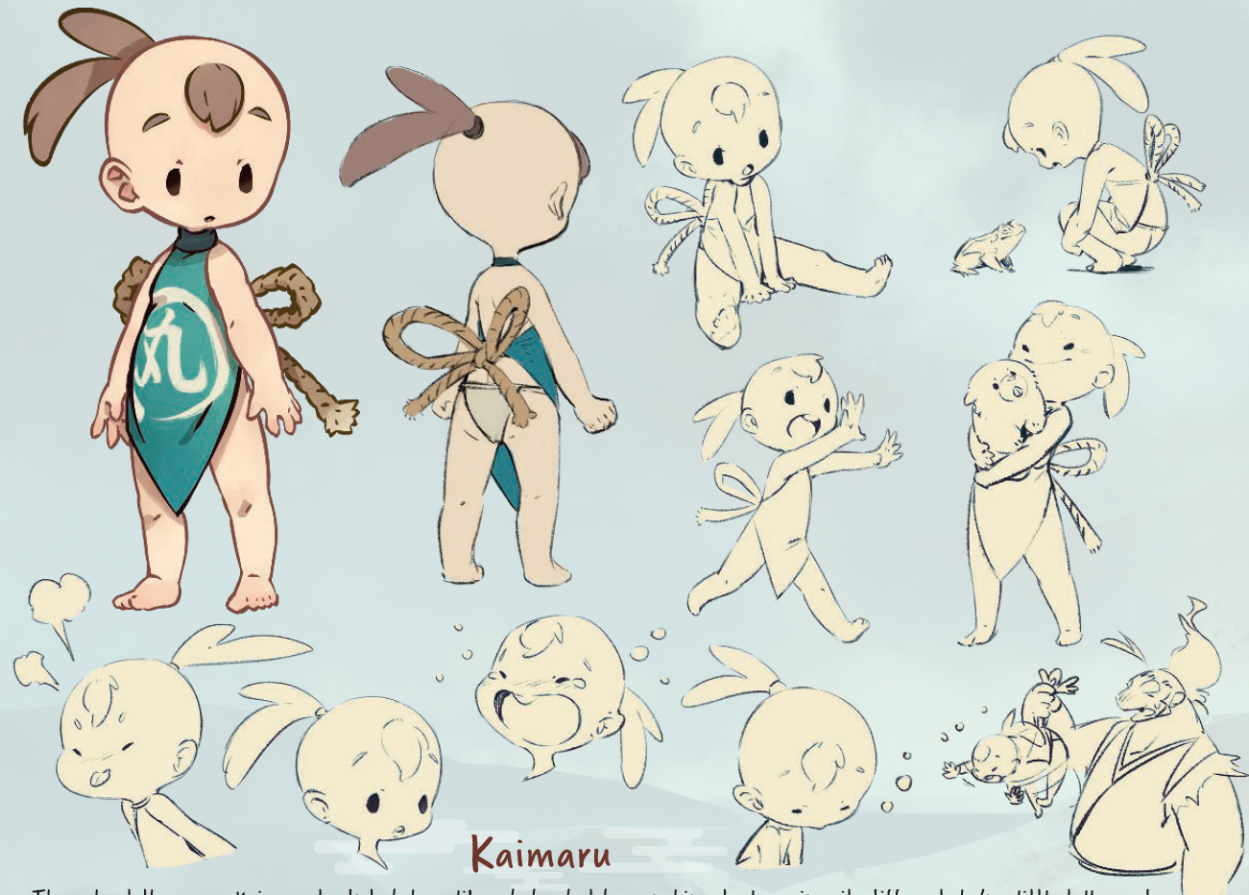
Kinta

When designing human characters (aside from Yui), we asked Murayama-san to make them unattractive in some way. They are just normal people, after all—not actors or models. In Kinta's case, he's got an abnormally wide forehead, a squished-up nose, no manners, and is rather vulgar. And, of course, he's got a bad personality! How do you think he'll change throughout the course of the game?



Yui

On the development side, Yui would probably be defined as the only "pretty girl" in this game. Although she has a different set of bad habits compared to someone like Kinta, she's always possessed wisdom and skill beyond her years. Her clothes are also an expression of the somewhat surreal air she carries about her. In the retail version, we took Murayama-san's advice to give her a little hair accessory, so she looks even prettier than before.



Kaimaru

Throughout the game, Kaimaru tends to behave like a baby, but because his actual age is quite different, he's a little taller and larger than one. We were anxious that there might be criticism about his clothes—that perhaps they were too revealing—but when you draw an accurate representation of Japanese children from long ago, they didn't wear anything below the waist, so we tried to take that into consideration as well. By the way, the "maru" character on Kaimaru's shirt means "poop" in this case, as there was supposedly a tradition of wearing dirty mimetic language to ward away evil back then.



Ishimaru

Ishimaru is a bandit whose design had influences from Kikuchiyo, a character in the famous movie *Seven Samurai*. While he hates warriors, he aspires to be one himself, and that's also symbolized in his outfit. His size is just about the same as Tauemon, but Ishimaru is far more dexterous, and he's decorated himself with a sword and matchlock.



Princess Kokorowa

Kokorowa is a goddess of equal rank to Sakuna, and she is the goddess of wheels and inventions, so her design reflects these qualities. She's not one of the central characters in the story, so while her looks alone may not leave too strong an impression, she's also voiced, and we feel that the combination of both of those together makes for a very charming character.



Kamuhitsuki

Kamuhitsuki serves as the big boss of everyone in the capital. Her design was based on a previous Edelweiss title, *Fairy Bloom Freesia*, if the titular character was turned into a goddess. Although she is the most prominent among the gods of the capital, the slightly foolish aspects of her personality are also reminiscent of Amaterasu.



The Ashigumo

The Ashigumo are a race native to Hinoe who live very different lives from the gods and goddesses in the capital. The theme of their design was an anthropomorphic river otter race who were "Jomon Period ninjas." Unlike the other creatures of Hinoe, you don't hunt the Ashigumo for their meat, so Murayama-san worked very hard to make sure the Ashigumo design expressed this.



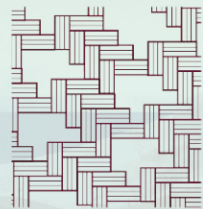
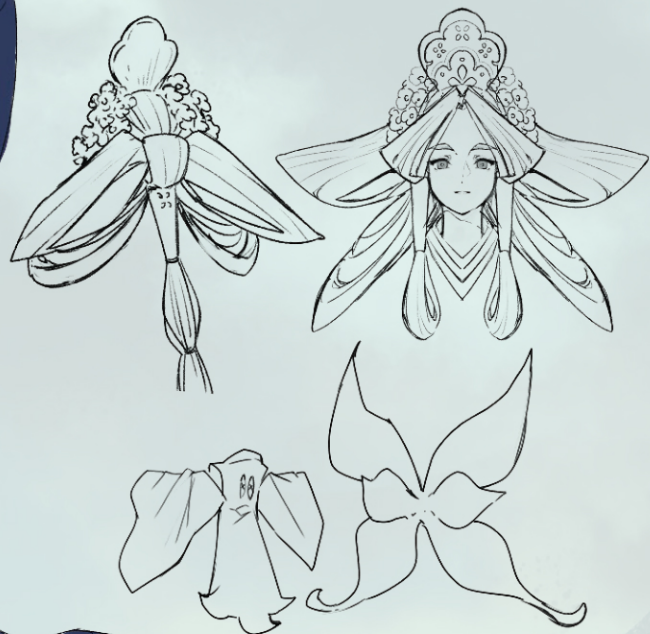
The Kappa

Just like the Ashigumo, these anthropomorphic kappa are friends to Sakuna and the humans. As such, their designs are a little different from the other demons. One of the most impressive things about Murayama-san's work here is that he doesn't plunge into pure cuteness; the kappa sport some homely features, yet these aspects are all combined together beautifully.



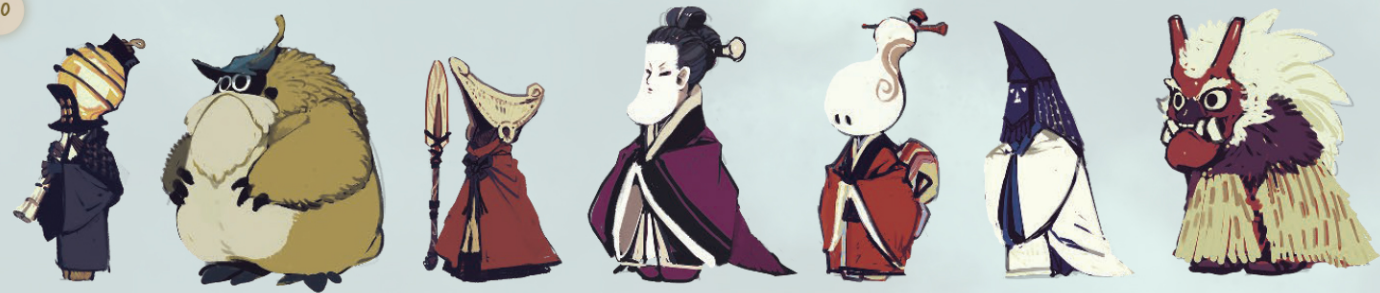
Toyohana

Sakuna's mother, Toyohana, is a harvest goddess and the goddess of flowers. The question that brought about the initial idea for Sakuna was, "If the Japanese god of battle, Susano-o, and the goddess of rice, Kushinada, had a child who inherited powers from both parents, what would happen?" One could say that Sakuna's parents were the ones who sparked the whole idea for the game.



Takeribi

Sakuna's father, Takeribi, is a war god who rules over fire. The first few designs we received from Murayama-san were pretty close to samurai-style designs. Takeribi's a very highly ranked god, though—he's nearly at Kamuhitsuki's level—so Murayama-san updated his clothes to look even more antiquated and very far removed from anything human.



These are some sketches of other gods who call the Mihashira (capital home, created to express the diversity in the Lofty Realm (the realm of the gods of Yanato). How many will you be able to meet in-game?



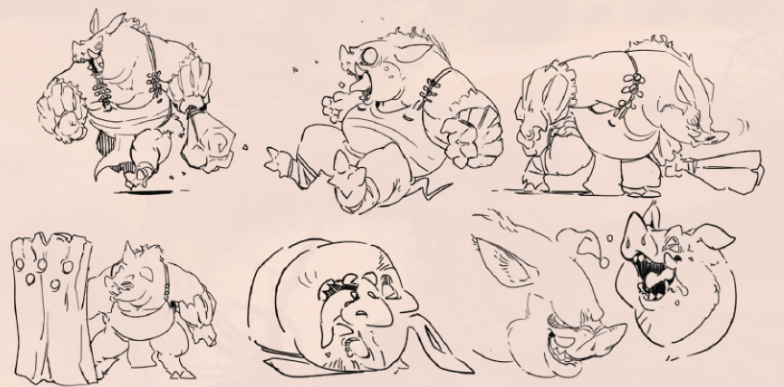
Omizuchi

In Japanese mythology, there really aren't many bad-natured gods or demons. There's Amatsu-Mikaboshi, a malevolent god, and Magatsuhi-no-Kami, divine beings who brought evil and sin into the world... and not too many others. Out of these few evil gods, Omizuchi's design used Yamata-no-Orochi as a motif. "Why does he have three heads," you ask? You may discover the reason if you play until the end of the game!



Rabbit

The demon beasts that Sakuna fights are based on animals that were eaten in Japan a long time ago. Because of this, they weren't designed to be cute little animals. They were created to, first and foremost, be scary and odious monsters. There is a certain level of charm to them, of course, but when humans get too close, they're certain to attack. So if you ever do meet one of these demons for real, be sure not to get too close!



Pig



Sparrow



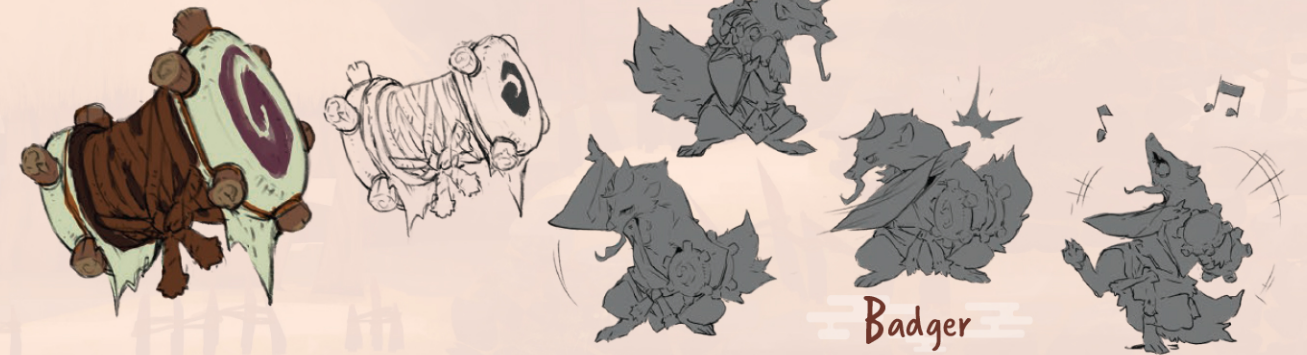
Deer



Bear



Pheasant



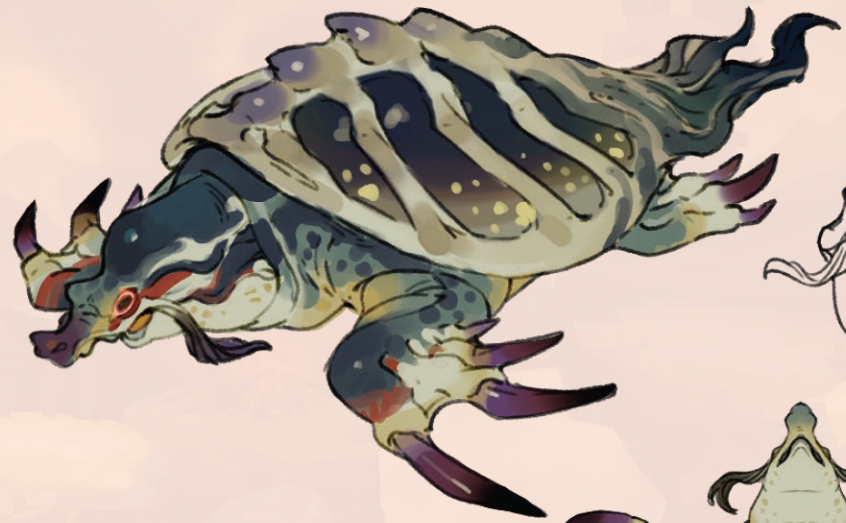
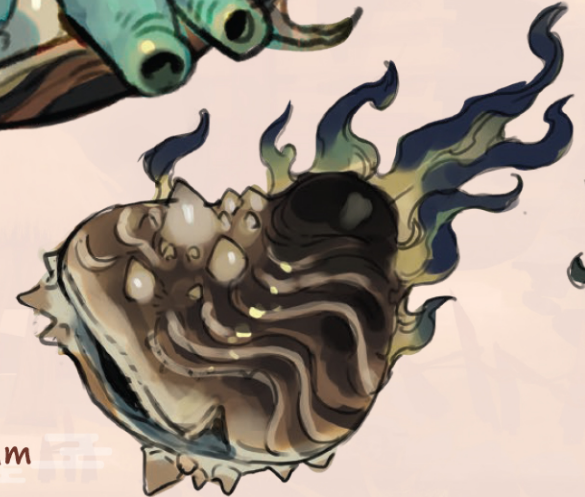
Badger



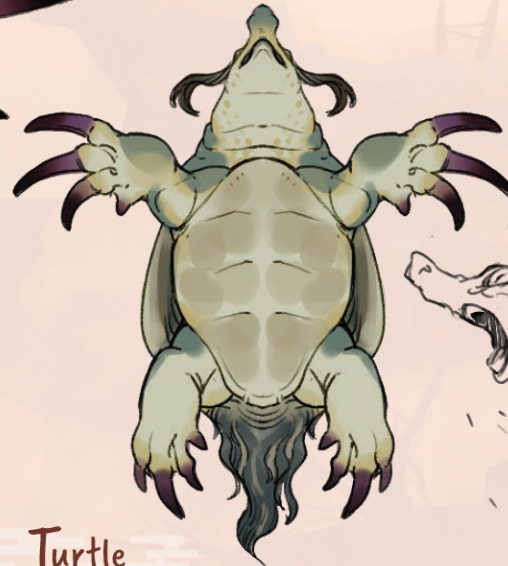
Salmon

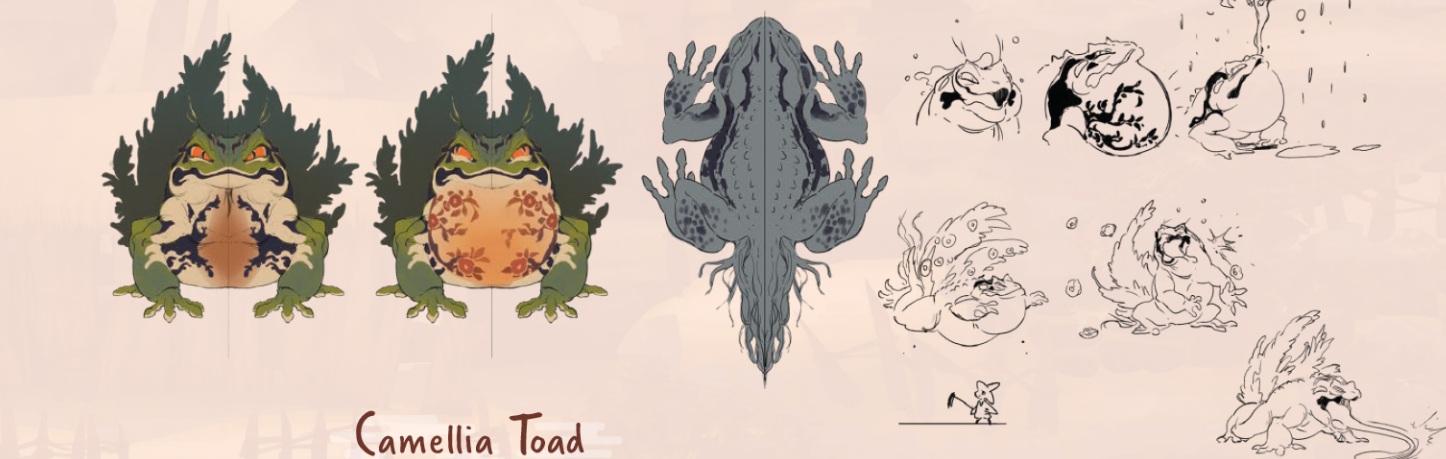


Clam

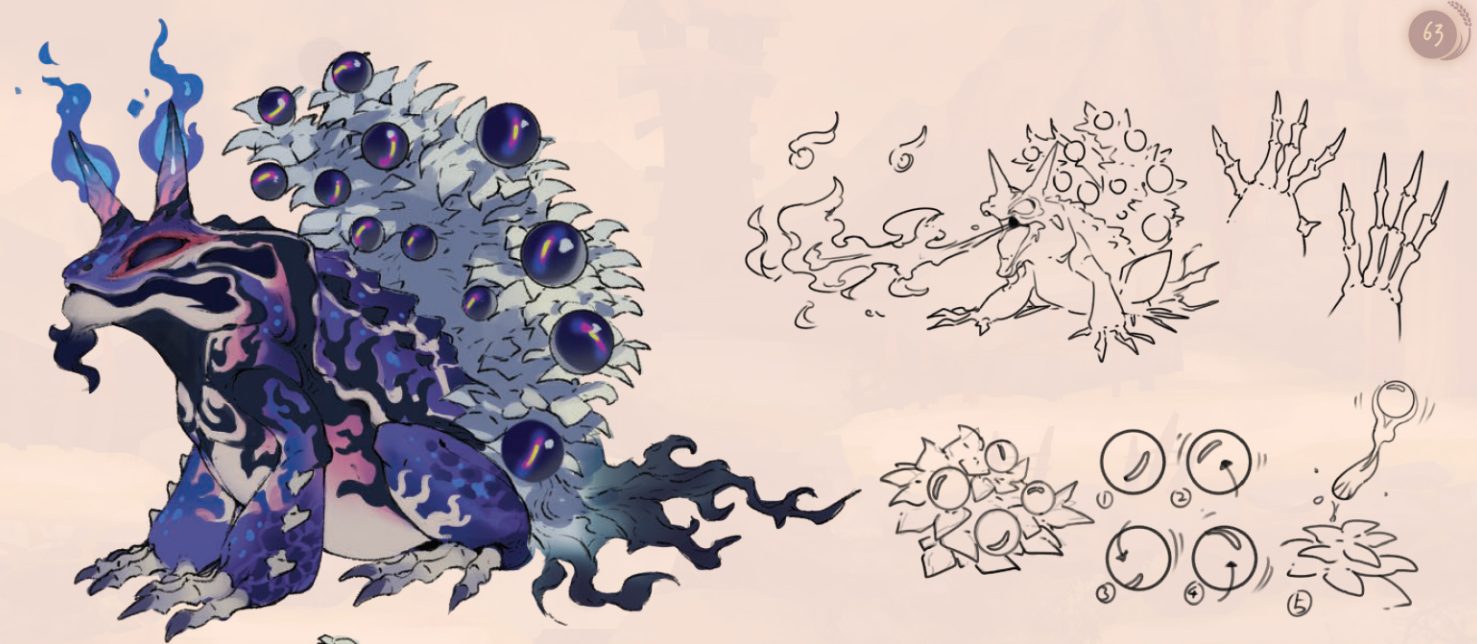


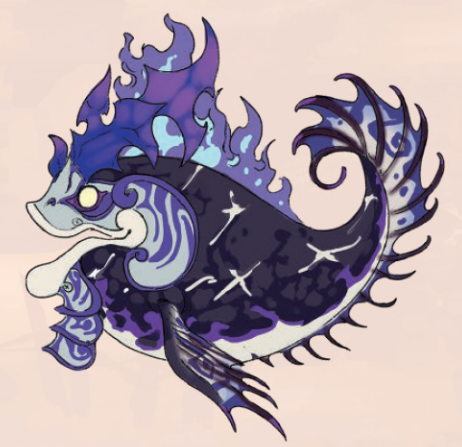
Turtle





Camellia Toad





Giant Catfish



Homusubi Specter



Mechanical Warriors

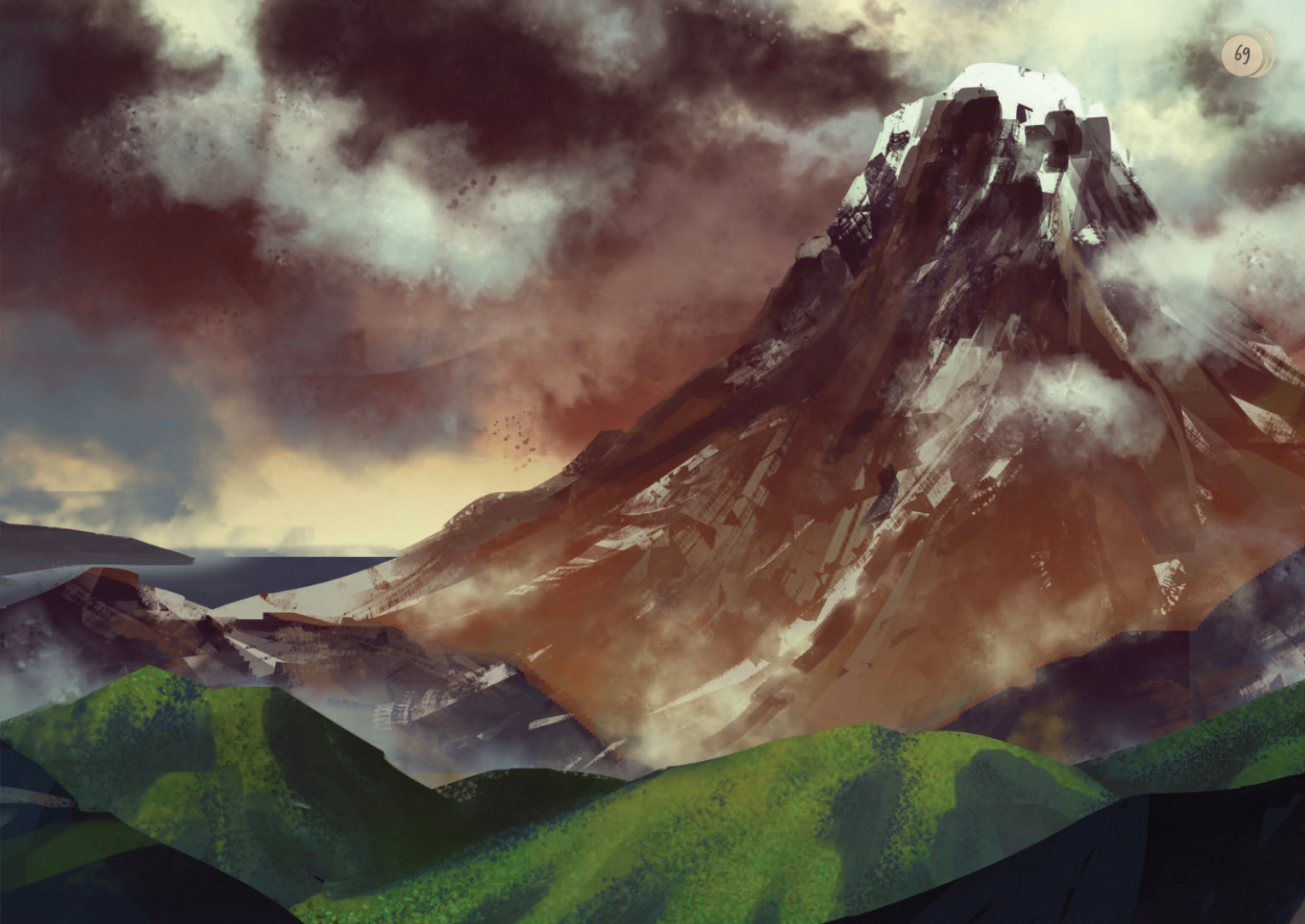


Ashen Beast
Ishimaru

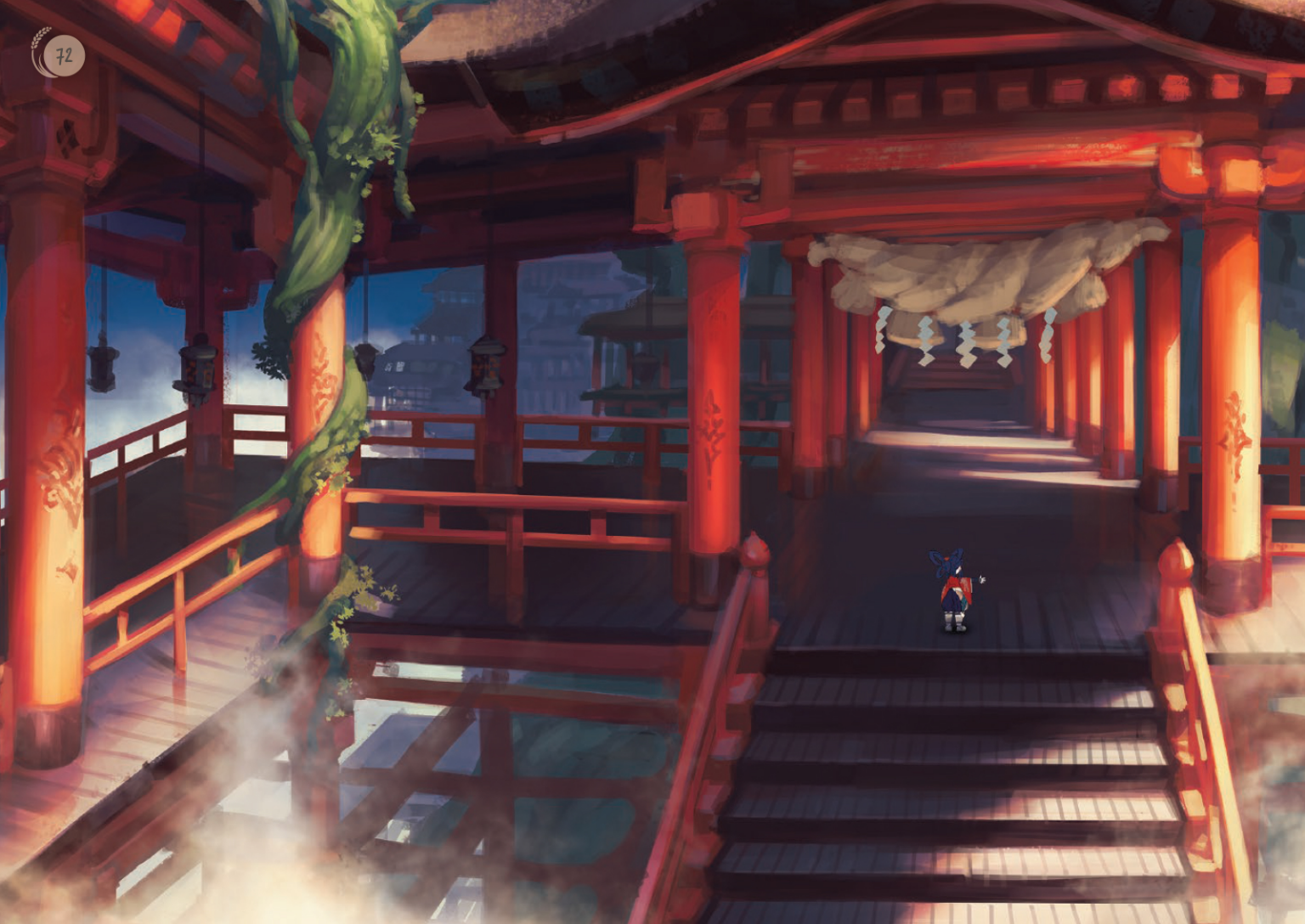
Concept Art - Locations



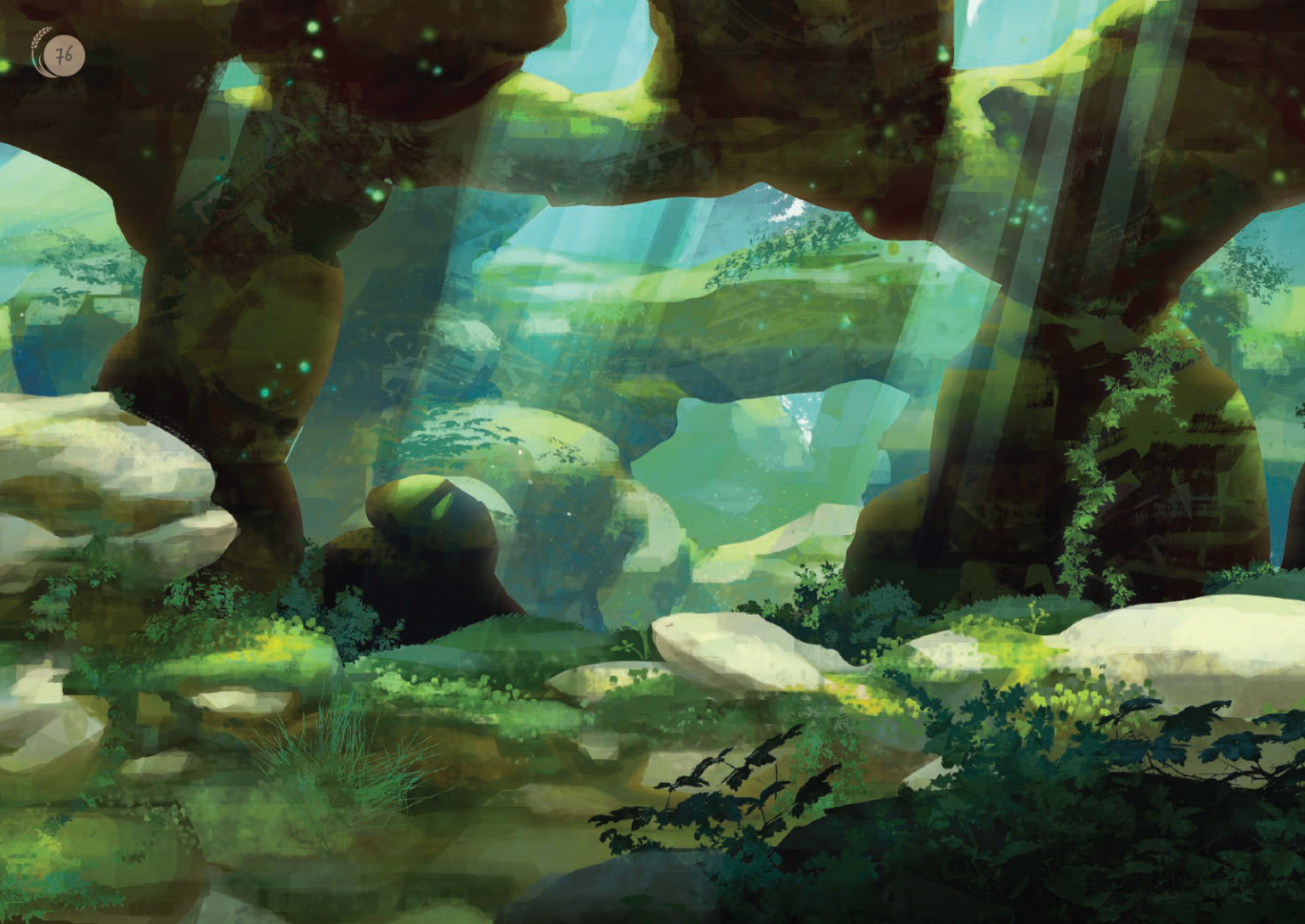
The idea for Hinoe (otherwise known as the Isle of Demons) is based on multiple real-life locations, such as Yakushima and Aogashima in Japan. Mountains lie in the center of the island, while a river valley occupies its northern regions. On the east side of the island lies a lush forest, while the southern region is home to a volcano, and a fort is in the west. Each corner of the island is divided up into its own elements and motifs.







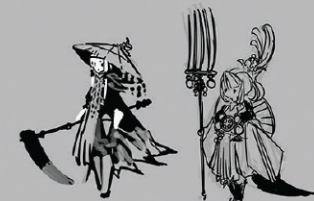
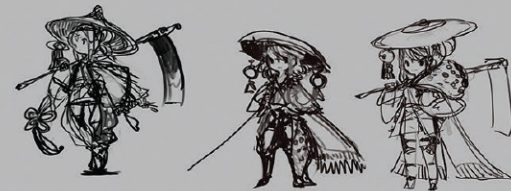
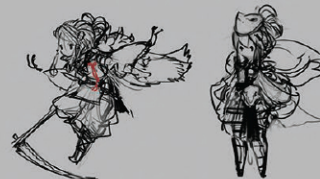
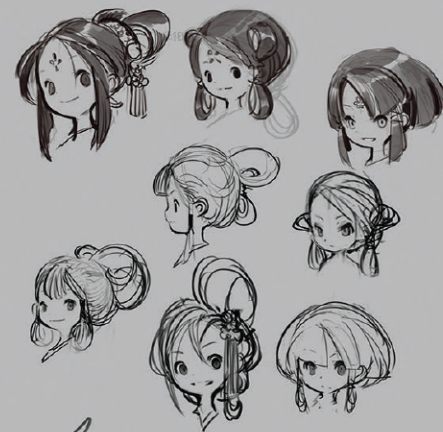
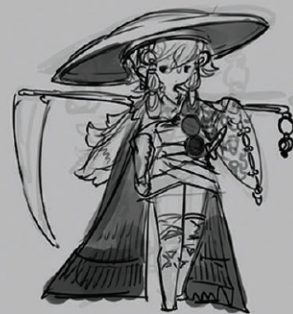








Concept Art - Sketches



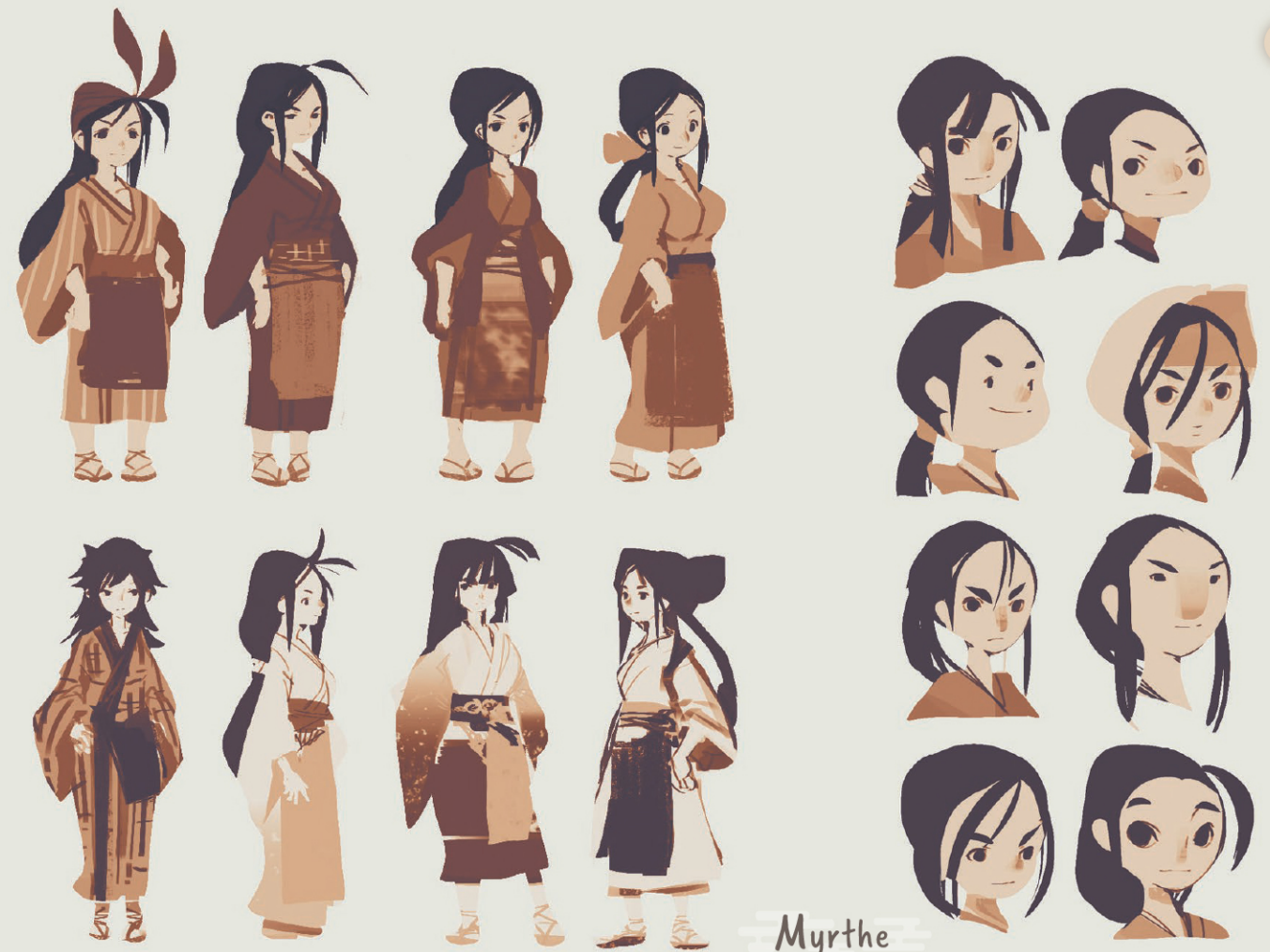


Sakuna





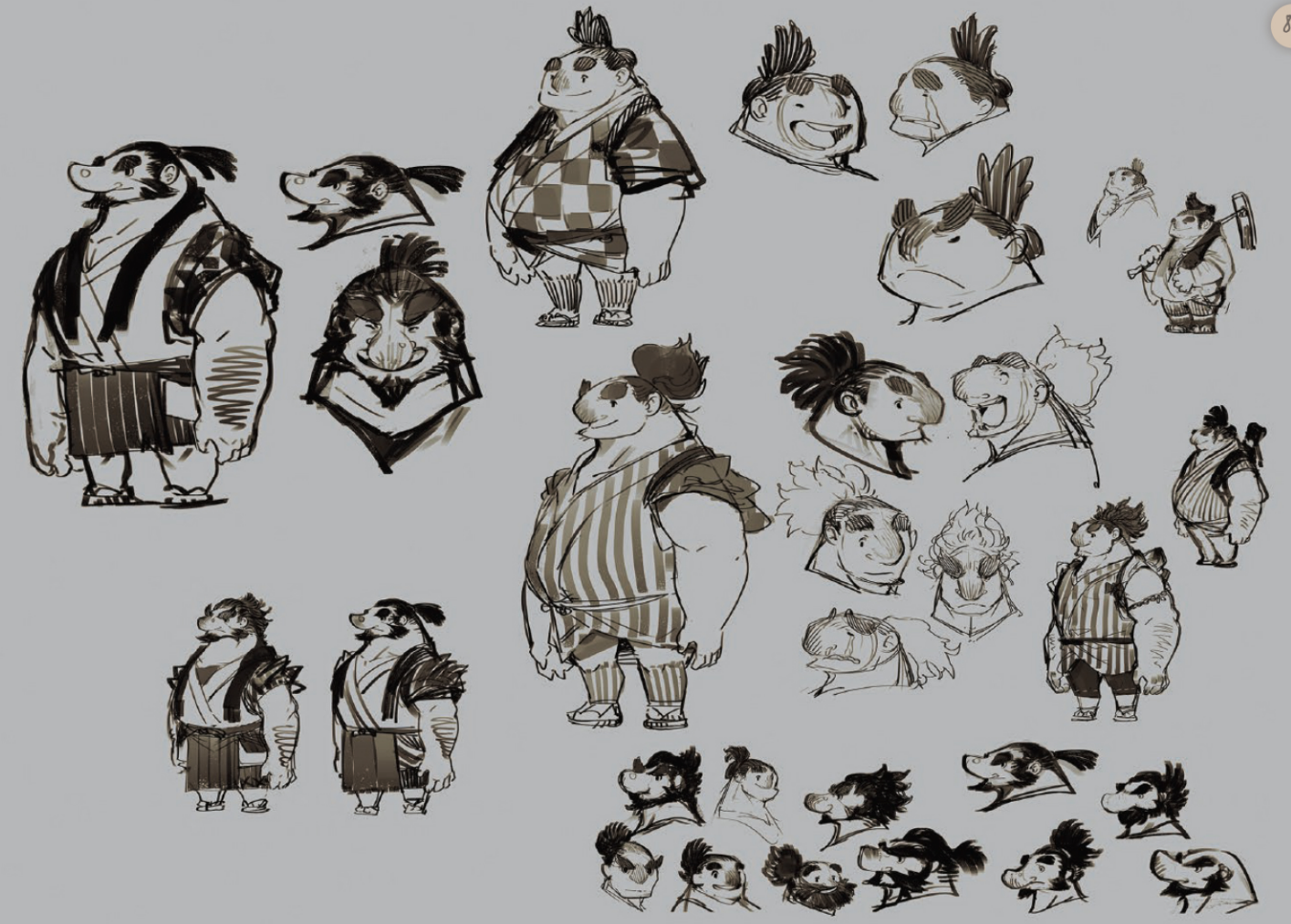
Tama



Myrthe



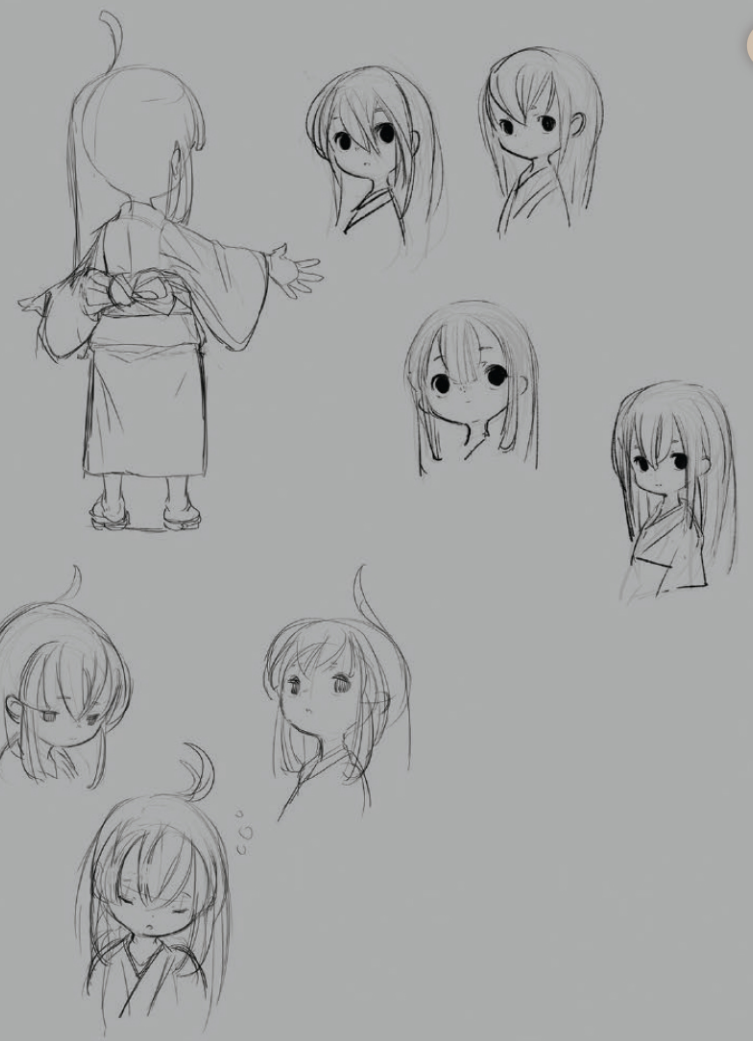
Taemon







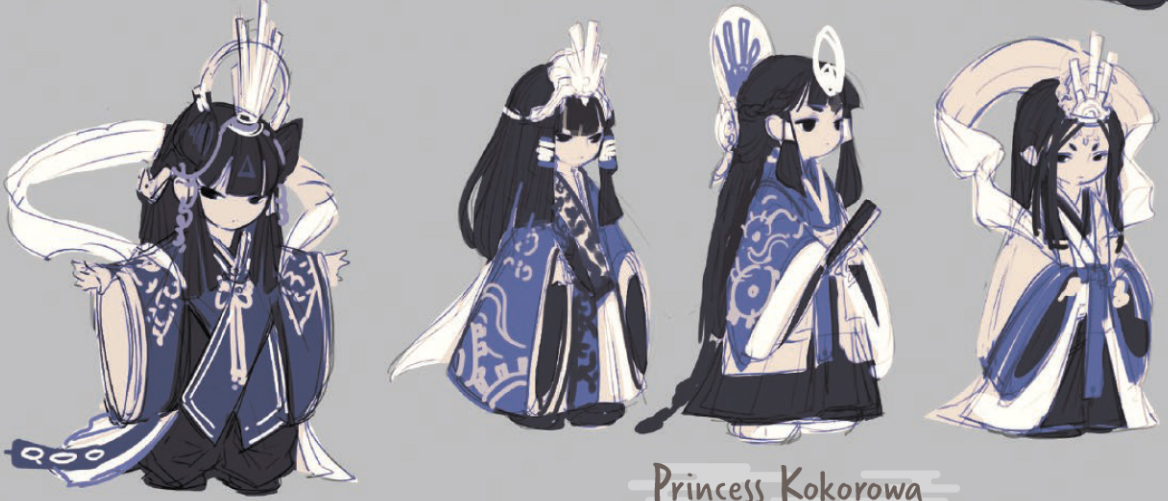
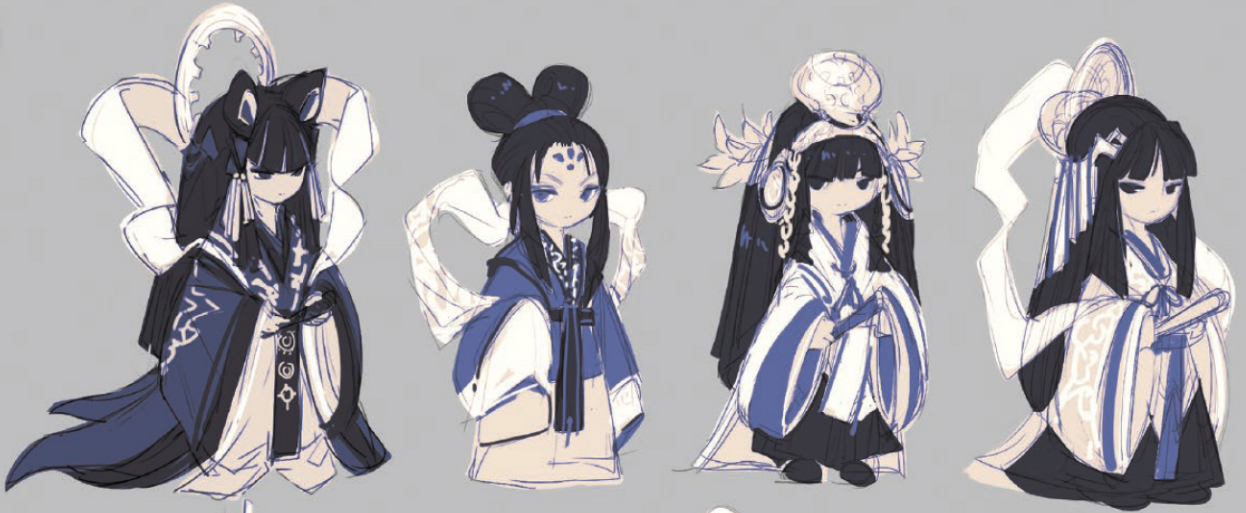
Yui





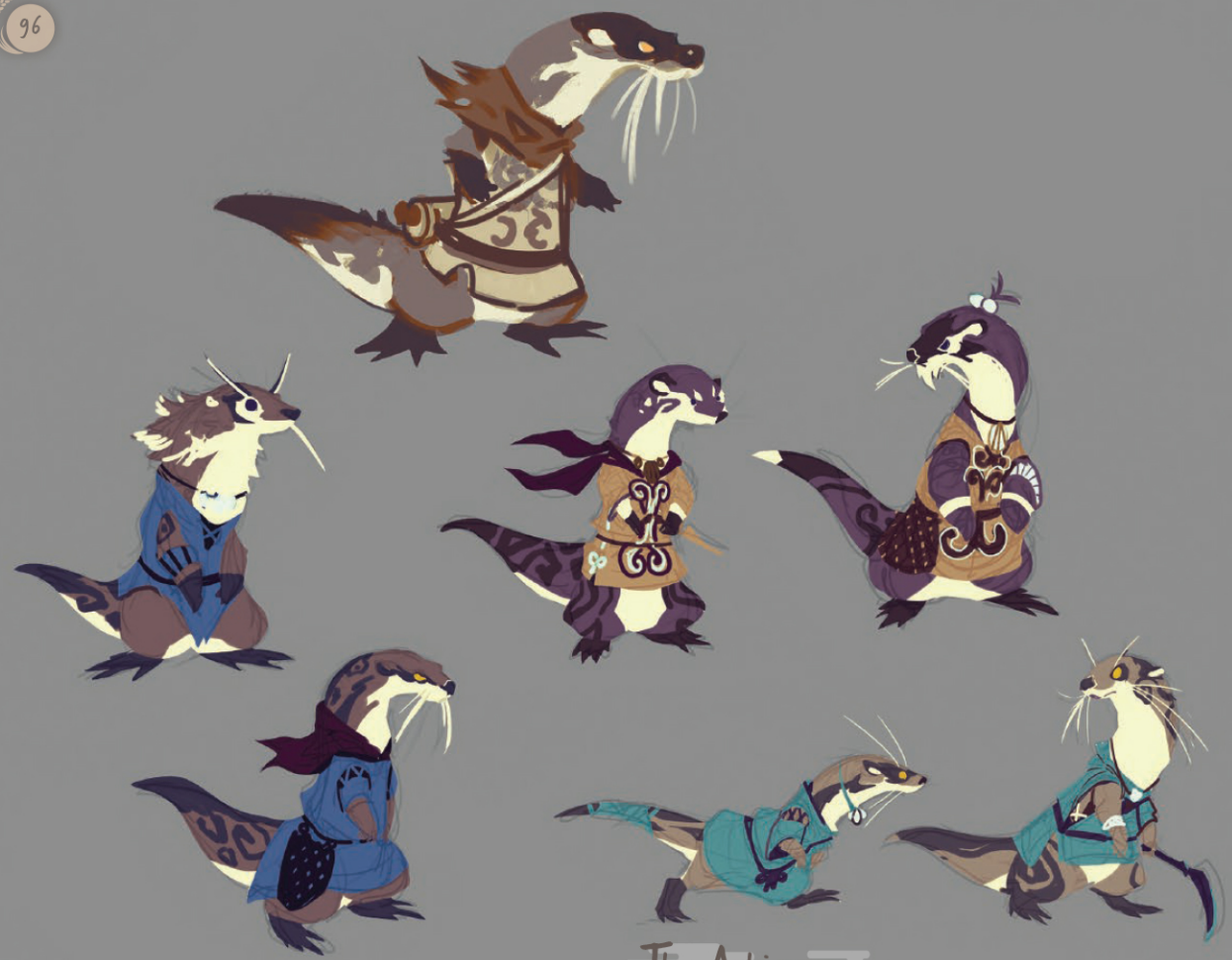
Ishimaru





Princess Kokorowa





The Ashigumo



The Kappa





Kamuhitsuki



Animals



Sparrow



Bear



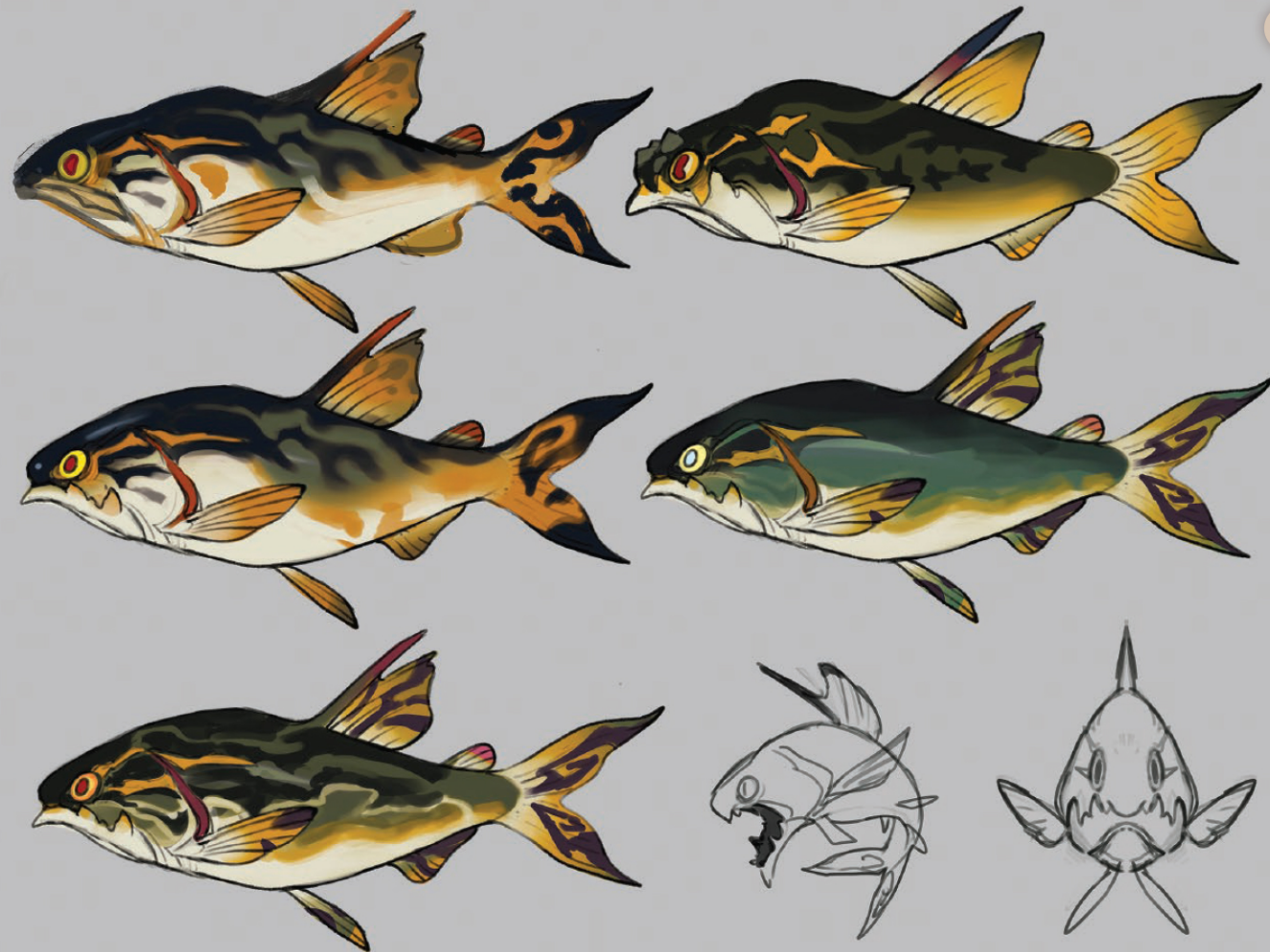
Pheasant

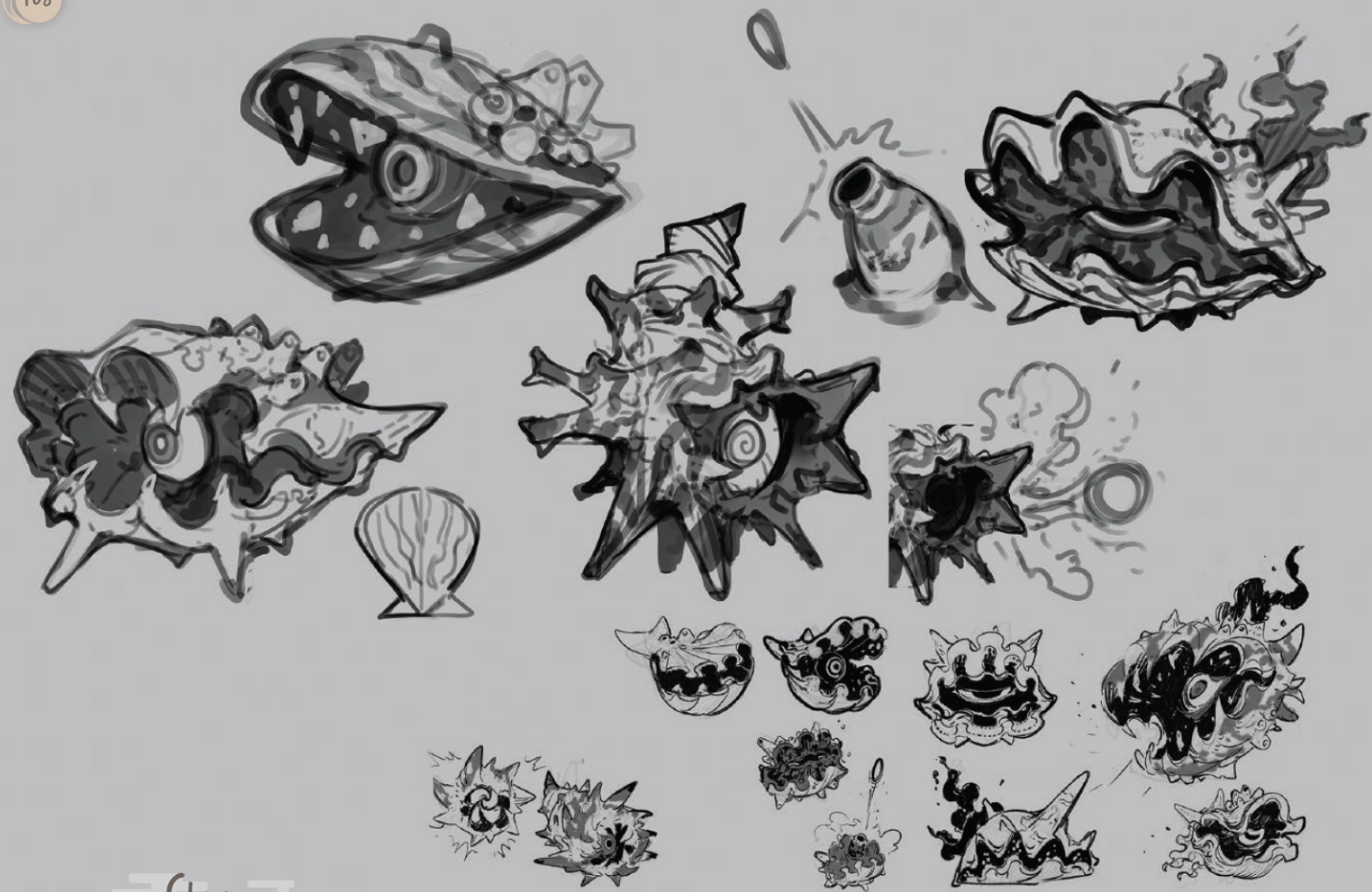


Badger



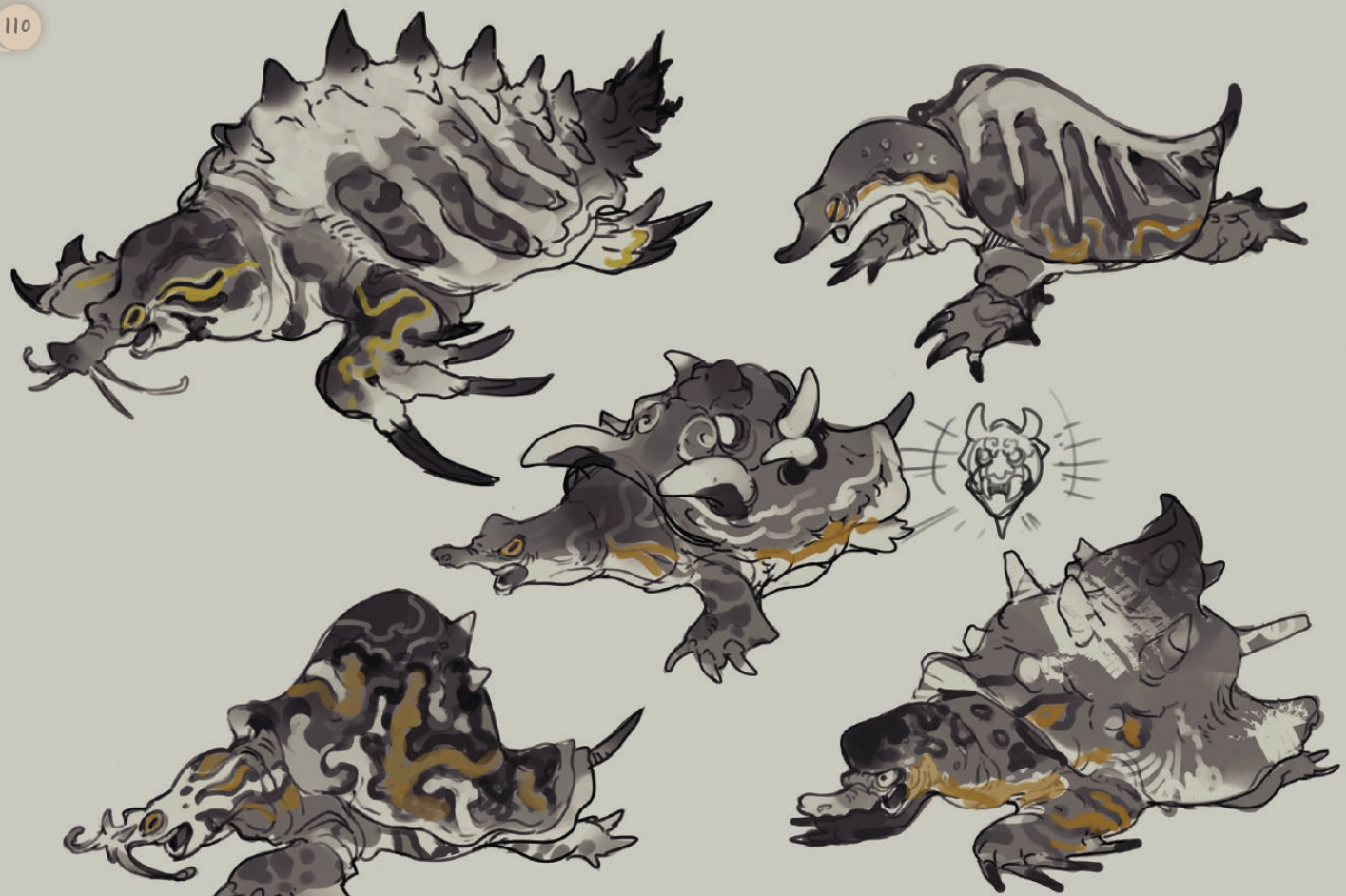
Salmon





Clam

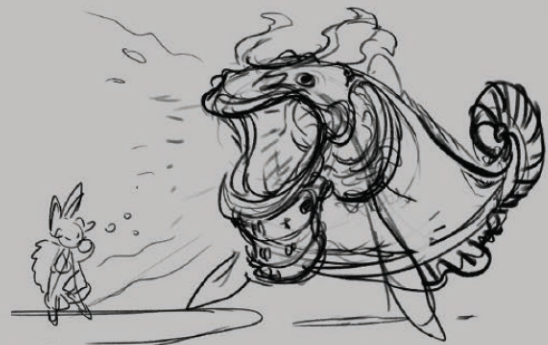
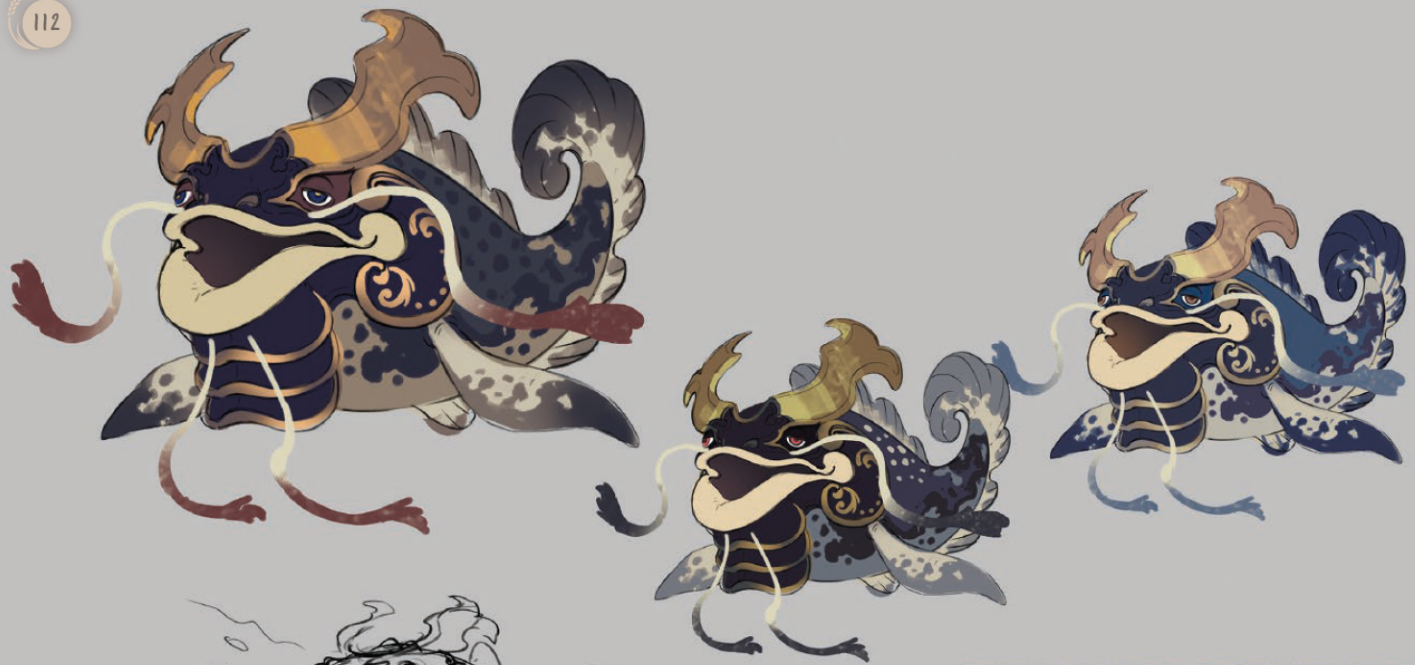




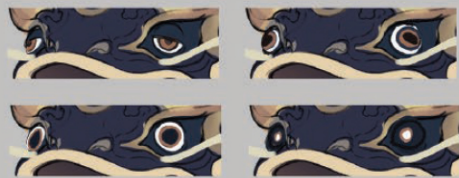
Turtle



Camellia Toad



Giant Catfish



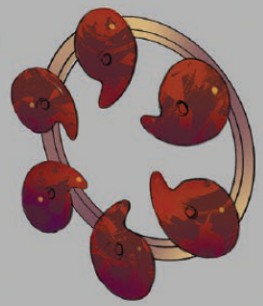


Homusubi Specter





Mechanical Warriors





Ashen Beast Ishimaru





Omizuchi

