A summary of lore from live streams

A REMINDER FROM KTJN
“Not everything is necessarily official canon for this season [of Sanctuary]. Though that can be applied to any season. Sometimes we need to break the fourth wall a bit to create good gameplay experiences.
I've seen some folks [...] come down pretty hard on one another about what "real and true canon" [...] It's for everyone to let their imaginations run wild, not to argue about who is correct or create some kind of gatekeeping. We've presented the story of Sky intentionally vague so that you can freely project your interpretation of it without anything being concretely right or wrong.”

https://youtu.be/f0XBmzddf40
Traveler’s Guide:
“One night all the stars were gone” “Children of Light is the first chapter (note: first game perhaps?) about the kingdom of Sky.”
The constellations in the intro are composed of the spirits/ancestors NOT winged light. Winged light=/=stars
“You’ll find imprints of the Children of Light” -talking about winged light (note: later in the same context the say Child of Light singular)

https://youtu.be/wZ0qBJQ0auw
Launch Livestream:
“The world of Sky has a rich ecology of light and dark”
(hage musing: does this mean darkness is a natural part of the world not something the ancestors caused?)

“Dark creatures and dark plants will try to take light from you” (note: confirmation dark plants take light)

“Where do the creatures come from in Sky?” “The creatures in Sky are connected to the light and born from the light (...) that’s their origin and where they come from (...) so you’ll actually see creatures emerging from the clouds and manifesting as the light sort of comes together. You can also think of it as almost like atoms or molecules, like as the light comes together new life is being born”

Winged light: “Throughout the world there are these imprints this child of light, a character you are connected to and have a relationship with” frequently called shiny bois by devs and in one later livestream “shiny bois” is referred to as something they should maybe not say while streaming, spoiler maybe?
Note: Interesting these first two videos refer to winged light differently (imprints of a child of light vs children of light)

https://youtu.be/wcgkkasyQBo
Livestream 6:
“[Vault] becomes like a dreamlike journey (...)” question: how does the elevator work “(...) left it up to interpretation (...) is it real? Is it a dream? Well later in the level we do have something to hint at that” from the livestream with the Vault’s dev Atlas

“I wanted to make Vault kinda like a dream or memory and the memory is not like things in the real world and the memory is not isolated from the real world. The world in other levels. And you can kind of see connection between that and that.” Atlas talks about the manta shout as an example “and they [the mantas] also gives you a hint about that." then Robert says “So the mystery remains” (hage note: here Robert may be referring to the question about the elevator)

https://youtu.be/UTqUZ_T1ccA
Livestream 7:
The Eden elder isn’t around to be saved anymore
Sky kids and elders aren’t the same or different species (hage note: subspecies probably)

https://youtu.be/12iKbUJRiy0
Japanese Livestream 2 (translation by Mochi-Daifuku):
« The lights fallen from the sky in the opening cutscene were the elders »
« The elders know each other because they came from the same place as shown in the opening murals »
« The elders were elders from the beginning, and children of light will not grow up to be elders. Children of light are of new generation »
« Elders are very ancient. We don't know their age or birthdays, gender, or if age & gender existed »
« It's not that the elders are in the temples now when skykids visit there. The elders are deeply related to those places but they are not there now »
« The locations of [their] cutscenes are somewhere beyond space and time » (hage observation: yet still affect the world, more below)
« The diamonds (hage note: power diamonds/what we refer to as darkstone) [are] related to their downfall »
« The masks of forest and vault elders look similar because they are related »

« Valley was the center of an era when civilization flourished [...] the valley elders are twins »
« The current masks of elders represent what each of them is related to. E.g. Isle: Boat, Prairie: Pot, Forest: Diamond. The valley twins have simple comfortable masks because they are athletes. »

https://youtu.be/zmWKRTc_kqI
Japanese Livestream 3 (translation by Mochi-Daifuku):
« The new area (Archive) was a highly restricted area. No one should enter. »
« As the restricted area decayed over time, an entrance appeared. There are knowledge/projection lanterns, sealed inside the large cubes. »

Osaka fan meet Q&A:
There's a Dev headcanon (not confirmed canon, based off fan canon) that capes are made of Light
Sky kids masks are made of stone

7 Days of Sky: Hidden Forest
"Eventually, the level became more about the development of technology and a consequence."

7 Days of Sky: Valley of Triumph
"Golden Valley is like a downtown of the Sky kingdom. People built a huge city on top of this mountain, using boats to move between places."
"Golden Valley consisted of both rich and poor communities, centered around the theater. They all enjoyed the race that went through the entire city."

7 Days of Sky: Vault of Knowledge
"There are many interesting props we designed for the area. Lots of valuable information was stored with the hope that it would be used by the future generations."
"Not only was this area filled with manmade structures, we also wanted to transition the level into a more magical, dreamier space. So we made it transform into a more organically magical space as you progressively move higher."

Lore hint from Reika:
Prince and the King kind of exists, but we leave that up to you to interpret their roles in the lore

Environment and cutscene observations:

THESE ARE OBSERVATIONS AND NOT OFFICIALLY CONFIRMED AS CANON BY DEVS

- There's an entity known as the megabird we see twice, in the credits/sky of Orbit and around the portal into office
- There were people on the ground when the stars fell, who took light/stars to the isle temple (isle murals)
- In the intro the stars surround an individual who doesn't fall, there's also the Eden elder who doesn't fall from the constellation with the rest of the Elders but emerges from the clouds (intro)
- The isle elder appears to be able to summon bird tunnels (elder cutscene and no spirit mural)
- The elder's cutscenes all lack shrines
- The cutscenes effect the world: the Prairie temple shrine disappears, the forest mechanism activates, doors open, and in Vault we appear to teleport
- In Prairie they used firework staffs to collect orbs of light and stuffed them into pots (laugh spirit)
- Pots full of light/butterflies grow darkness spores (wipe sweat workshop/forest caves)
- The forest temple door **implies (but does not confirm)** they cut down trees and combined them with light from pots to make darkstone (power diamonds)
- There's what **appear (may be something else entirely)** to be two krill horns from an oversized krill (megakrill if you will) embedded right where the shipwreck is snapped in half (note: krill horns appear to be spiky all around but these things zigzag instead)
- The skulls and rib cages in the Graveyard are different from the light dragon/tuna king/whale skeleton (there's a whale skeleton in forest clearing that gives the Whale Call)
- There are statues in Wasteland (Graveyard and Battlefield, including on top of the 'temple') that match concept art of the King exactly (**Ash has confirmed this as canon, and there are matching statues in Eden**)
- Since the different levels of Vault are confirmed (in a live-stream) to be representative of the different realms of Sky, the fourth level of Wasteland with the rib cages and giant light creature with the lanterns on its back is representative of Wasteland, this **implies (but doesn't confirm)** the giant light creature is related to Wasteland
- The rib cages we see in Graveyard and Vault levels 3 & 4 don't **appear** to fit inside any creature we've seen
- The mantas in every level except Vault have the same pattern across their head/front, regardless of whether they have one pair of wings, or additional smaller sets
- The pattern on the mantas in Vault (levels 3 & 6) match the pattern on the giant light creature on level 4
- The spirit that is associated with the manta call in Vault is called "Memory Whisperer" and the meditate quest fot that level of Vault is called "meditate with the Spirit Mantas"
- In the ascent through the Eden Castle we see a platform that looks like the shrines at the top of Vault, surrounded by archways that can also be seen in Vault
- The Eye of Eden is a giant fractured darkstone (power diamond)

Lore hints from Ash:
“A fun crab lore fact: there's a specific reason for the way that Sky's crabs walk the way they do. their walkcycle mimics something...
Its the walk cycle, but what that mimics is also relating to what the crabs *are*, technically. How crabs are born/made/created/come to be. What are crabs 🦀”

“the king plays an active role in the story of sky but maybe not in the way you may think :SkyThink:
he's not there in the same way as the elders you see in the cutscenes
he is an important figure in the current lore of sky
he's just not there the same way as the spirits you see in the individual realms are
there are also subtle designs and motifs referencing the king in the world too. iirc some of the latticework in valley/dusk temple has a design pattern reminiscent of the kings head
could be worth discussing some of the meanings the diamond shapes may have and maybe what connections that symbolizes
(Jay says ‘We get to wear king head’)
I believe that mask is the rain elders headpiece but it definitely has weight if you consider the levels story
+the purpose of the hidden forest residents at their time
(Jay: ‘[the forest mask has] the 3 diamond thingy’)
there could be more than one reason why its significant :pPopcorn~1:
the enchantment symbol has multiple meanings as well
[the boat] thats one of them!”

