



The Red Book of Future Sky

Introduction

The **Red Book** serves as the mythological and developmental core of *Future Sky*. It weaves together a vast cosmos of eras, characters, philosophies, and narrative possibilities. Inspired by Tolkien's approach to world-lore, it is both an in-world relic and an out-of-game reference.

Core Themes

- **Mystery of Origins:** Players begin as strangers to their own past, drawn into unraveling forgotten truths.
- **Exploration Over Combat:** The game rewards curiosity, emotional engagement, and immersion over violence.
- **Cosmic Interconnectivity:** Every structure, alignment, and being is linked through time, dimension, and myth.
- **Imaginative Realism:** Fantastical elements feel emotionally or scientifically plausible.
- **Decentralized Truth:** No single canon. The player's interpretations become part of the evolving lore.

The Three Eras



Jyotzon Era

A dreamlike prehistory where time flows like memory. Elementals, dinosaurs, and alien invaders clash with an ancient civilization reminiscent of Atlantis. - **Major Events:** - Younger Dryas Impact - Fall of the Jyotzon Temples - Launch of the Cube into orbit



Omicron Era

An alternate version of the present. Comet Omnicron passes close to Earth, triggering temporal instability and societal collapse. - **Major Events:** - The Fall (breakdown of civilization) - Early Cube experiments - Opening of first portals



Manzo Era

A distant future (~2134 CE). Triton Central rises on Neptune's moon, becoming a nexus of alien/human interaction and quantum technologies. - **Major Events:** - Founding of Triton Central - Return of Comet Kirch - Emergence of meta-beings

Setting: Triton Central

A biodome city built on ancient alien ruins. Discovered abandoned by humans 20 years before gameplay. The atmosphere is a poetic fusion of Blade Runner, Fremantle, and the Star Wars cantina.

Notable Locations

- **Neptune Lounge** – Interstellar hostel/venue run by Efiishent and the Dark Rat Queen
- **The Cube Chamber** – Hidden, dimension-bridging node
- **The Promenade** – Market district with performers and traders
- **The Outer Shell** – Edge-zone of hermits, hackers, and rogue mystics

The Key of Commotion

A chaotic artifact used by Efiishent to open the portal to Triton Central. It also triggers narrative and spatial shifts in-game. Symbol of creativity and disruption.

Core NPCs

- **Efiishent** – Trickster-wizard from multiple timelines; first human to reopen the Lounge
- **Dark Rat Queen** – Enigmatic protector of memory and resonance; possible alien origin
- **The Dwarven Stewards** – High-level builders of the Minecraft realm who protect world coherence

Philosophy & Mechanics

- **The Code is Love** – A meta-concept that both powers and transcends the game's algorithmic reality
- **Chakras & Vrttis** – The player's development mirrors esoteric energy systems, influencing mana, emotions, and abilities

IRL Anchors and QRs of Commotion

In the Age of the Manzo, portals no longer open only through tech or ritual — but through **physical convergence**.

Some players discover that touching the real world in the right place — scanning the right token, standing in a particular spot, finding a crystal beneath the floor — opens a portal.

These places are known as **IRL Nodes**, and the tokens that unlock them are called **QRs of Commotion**.

- Anchored in-game as real rooms
- Connected by QR or NFC
- Act as mythic symbols and interactive story triggers

"The map is not the territory — but the territory is encoded in the map."

Notes

- This book evolves. Fragments of the Red Book may appear *in-game* via dreams, vaults, libraries, or song.
- Eras and timelines may branch. Canon is intentionally fluid.

"The world was not built in code. The code came after. But the code remembers."