



Sky: Children of Light Developed by Thatgamecompany

Reviewed by Zoe



It is a Fantasy game for Mobile

Give a summary without spoilers!

This is an incredibly heartwarming free game with a lot to say. In the game, you are a skykid- one of thousands of children who have been called to bring light and hope back to a post-apocalyptic kingdom that seems to have orchestrated its own downfall. Gameplay consists of learning how to fly, bringing light to ancestor spirits scattered throughout the realms, and befriending other skykids! The world of sky is beautiful, colorful, often peaceful, and delightful to explore, alone or with friends. It is really immersive and a lot of fun. As it cycles through various seasons, revealing more and more about the world, you get to celebrate with original cosmetics. Best of all, it connects you to a very heartwarming community of kind, curious and delightful people- and you don't need to unlock chat to have a conversation. Because of Sky's remote menu, non-verbal communication transcends language barriers and is always a viable option for communicating with strangers.

What drew you to this book?

I was drawn in by the incredibly vast world. Due to the game's very flexible, self-paced storyline, I could take all the time in the world to explore, search for secrets, and make friends! Once I connected with the community, the game's appeal doubled.

Did it remind you of something that you've previously read?

It reminds a lot of players of the games *Abzû* (created by Giant Squid) and *Journey* (a previous creation of That Game Company) as these three games all have similar themes, with cycles of death and rebirth, vast worlds that are yours to explore, and in *Journey's* case, poignant player interactions. These video games are non-traditional in that they lack player-versus-player mechanics and emphasize exploring, teamwork, and respect for nature. While *Journey* and *Abzû* are much more serious with their social commentary and have more limited player interactions (none in the case of *Abzû*), all three games are beautiful and, I'll add, have lovely soundtracks.

To whom would you recommend this book?

I would absolutely recommend *Sky* to anyone who wants an escape from real life- a game that is immersive in its details, poignant in its storytelling and requires

low-commitment to enjoy. It was especially popular during lockdown, as many people wanted a sweet, low-energy way to connect with other people and have some fun in a beautiful and magical world.

Overall, did you like it and would you recommend it to others?

I love this game and I choose to log on almost every day to visit my friends and my favorite realms. The music is also gorgeous and the "scary" or challenging parts are easily avoided if you don't want to interact with them.

Anything else that you would like to add to this review? What made you choose it? Did you like the cover? Was it recommended to you? Did you find it at the library?

This is a really lovely game and I just hope more people enjoy it as much as I do!