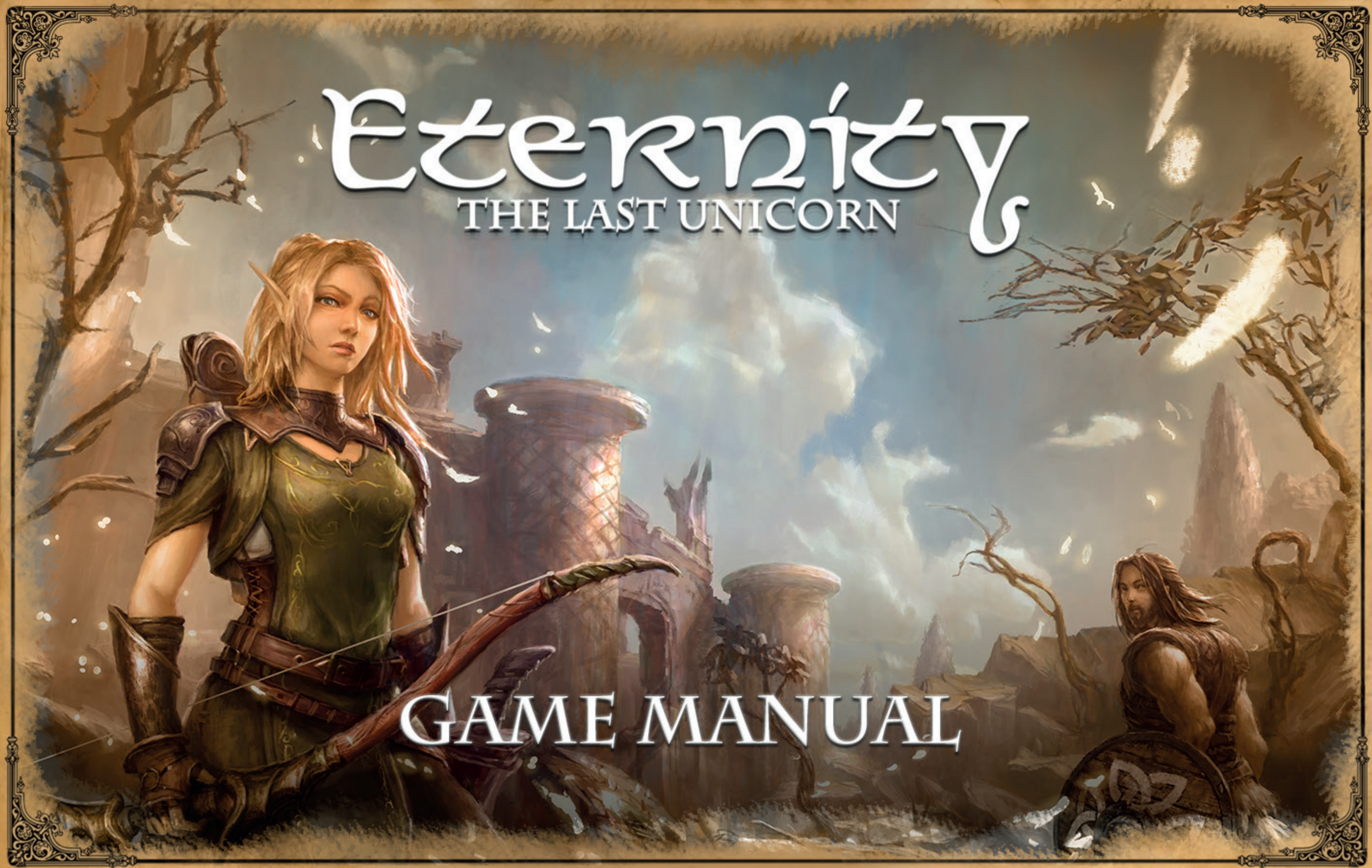


Eternity

THE LAST UNICORN

GAME MANUAL



About

Eternity: The Last Unicorn is an Action RPG game inspired by tales from Norse Mythology and the mechanics of classic games. We use a fixed camera to bring the nostalgic feeling of those games back, but add new mechanics to it that bring in some fresh air.

Plot

Back in a remote past when the first elves had lived to see the Reign of Alfheim, a glorious, heavenly power visited them. The Holy Goddess Marea gave the elves four unicorns – legendary animals that grew to become a central part of elven mythology. To keep the elves humble, Marea made it so that the elves would also suffer if anything terrible befell the unicorns. Still, the four magical beasts were an incredible and unimaginable power that survived through many generations.

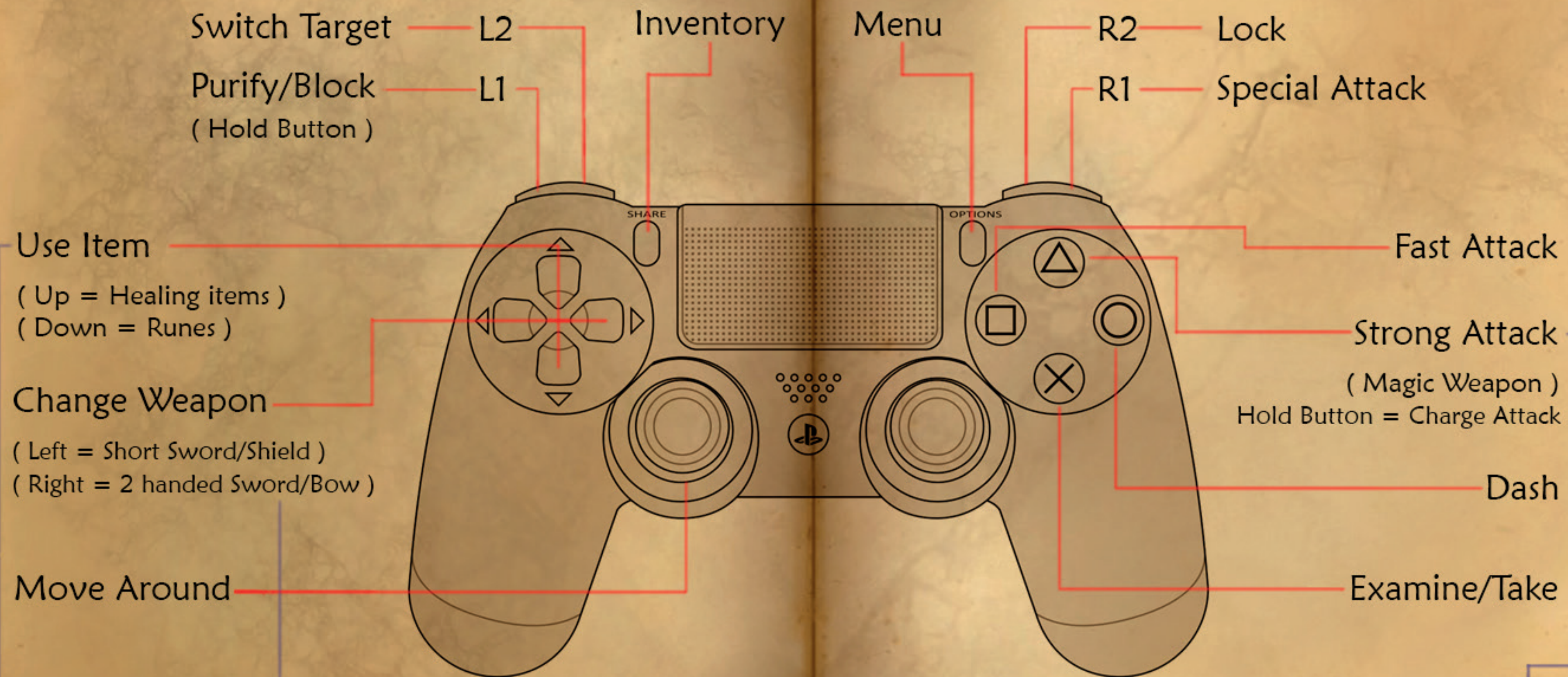
Then, one night, the Unicorns were spirited away by fell witchcraft, and for the first time in eons the elves feared for their immortality. Miraculously, one of the Unicorns escaped. He was found by friendly fairies, cursed by the witches and bearing a cracked horn.

The elves, terrified of the curse, consulted their ancient scrolls. Finally, they gave care of the damaged unicorn to a pure young elf, whom the scrolls determined would be the only one able to heal the Unicorn and free the elves of their death curse. And that is how the pursuit of Eternity began...


Save

Always remember to save your game at bonfires – your checkpoint progress is lost when you turn the game off.



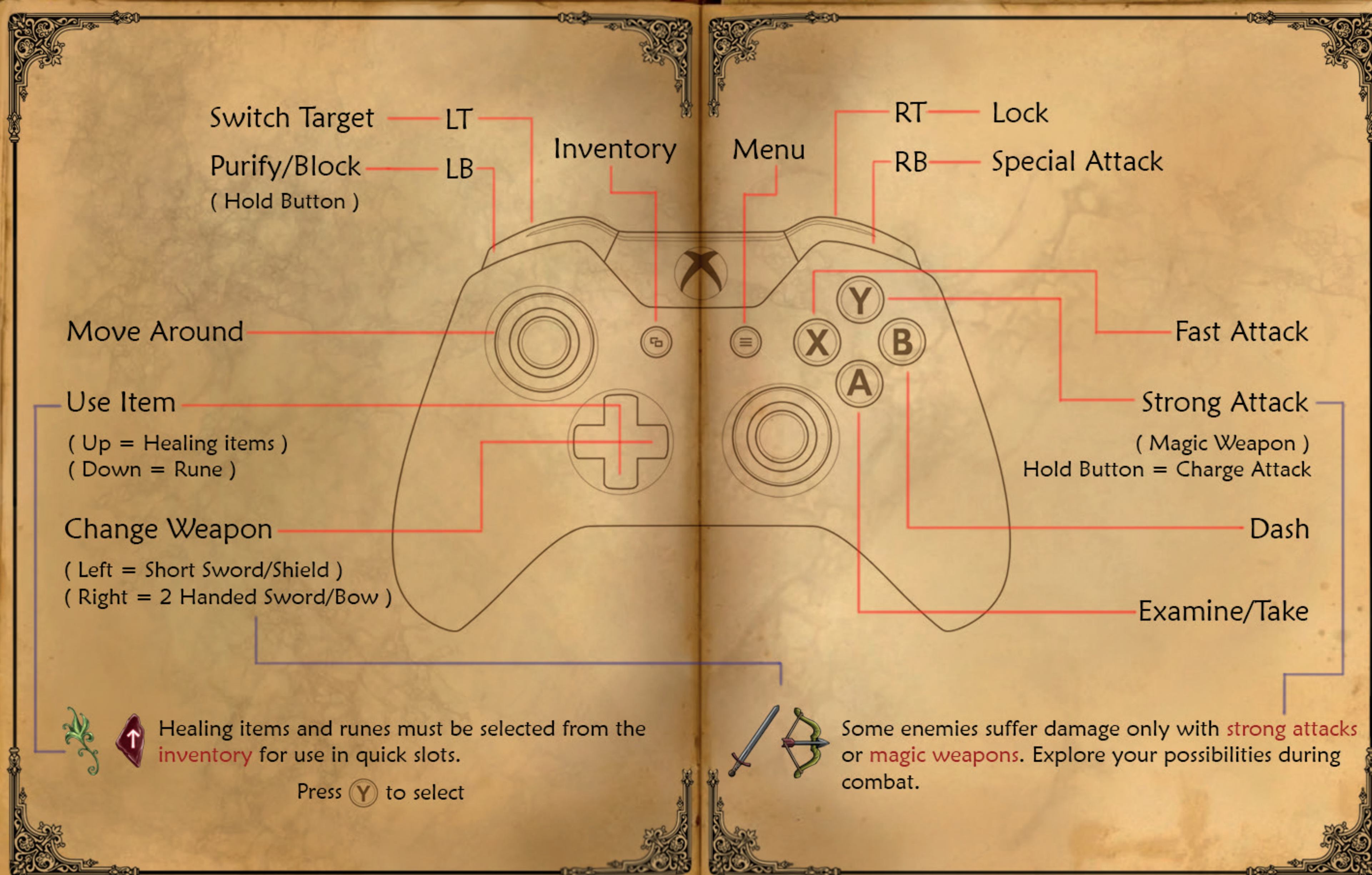


Healing items and runes must be selected from the **inventory** for use in quick slots.

Press  to select



Some enemies suffer damage only with **strong attacks** or **magic weapons**. Explore your possibilities during combat.



Switch Target

LT

Purify/Block

LB

(Hold Button)

Inventory

Menu

RT

Lock

RB

Special Attack

Move Around

Use Item

(Up = Healing items)

(Down = Rune)

Change Weapon

(Left = Short Sword/Shield)

(Right = 2 Handed Sword/Bow)

Fast Attack

Strong Attack

(Magic Weapon)

Hold Button = Charge Attack

Dash

Examine/Take



Healing items and runes must be selected from the **inventory** for use in quick slots.

Press **Y** to select



Some enemies suffer damage only with **strong attacks** or **magic weapons**. Explore your possibilities during combat.

Menu

Inventory

Examine/Take

Move
Around

Dash

Purify**/Block*
(Hold Button)

* Block is only for the
Warrior (Bior)

** Purify is only for
the Elf (Aurehen)

Strong Attack

(Magic Weapon)

Hold Button = Charge Attack

Special Attack

Fast Attack

Switch Target

Lock

Use Item

(Up = Healing items)

(Down = Runes)



Change Weapon

(Left = Short Sword/Shield)

(Right = 2 Handed Sword/Bow)



Healing items and runes must be selected from the
inventory for use in quick slots.

Press   to select



Some enemies suffer damage only with
strong attacks or **magic weapons**. Explore your
possibilities during combat.

Game Interface Images



Game Interface

- Health Bars:** There are four health bars. You begin the game with 1 bar and can acquire the other 3 during play (See 'Eir Medallion' below).
- Item Quick Slot:** From inside your inventory you can choose one healing item and one battle rune to equip in the top (healing) and bottom (runes) quick slots.
- Weapon Quick Slots:** Change between your common weapon (left slot) and your magic weapon (right slot).
- Special Attack:** When you receive damage or defeat an enemy, your Special Attack rune begins to fill up. Once full, you can activate your special attack.
- Item Crafting:** Choose an item from the grid to craft it.
- Required Craft Items:** All the items you will need to craft your chosen item.
- Crafting Chance:** Your chance of successfully crafting the item.
- Eir Medallion:** Two halves of a broken medallion. Complete it to unlock another health bar.
- Attributes:** Your character's attributes automatically increase as you level up.
- Character Information:** Basic information about your Level, Health Points (HP), Experience.
- Store Items:** Choose an item from the store to purchase with your red shards.
- Store Item Price:** Cost of the chosen item in red shards.
- Weapon Upgrade Attributes:** Attributes that will be improved by leveling up the chosen weapon.
- Weapon Upgrade Price:** Cost of levelling up the chosen weapon.

Magic Weapon Abilities

Bow

The bow has the power to break magic roots. You will need to upgrade your bow to break down roots of different colors.



Two-Handed Sword

The two-handed sword has the power to activate Runic Pedestals. You will need to upgrade your sword to activate different pedestals.



Support

Feel free to send your feedback on the game or any bug reports to us!

contato@voidstudios.com.br

or

support@1cpublishing.eu

Thank you for choosing Eternity: The Last Unicorn
Have a great journey!



VOID STUDIOS

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