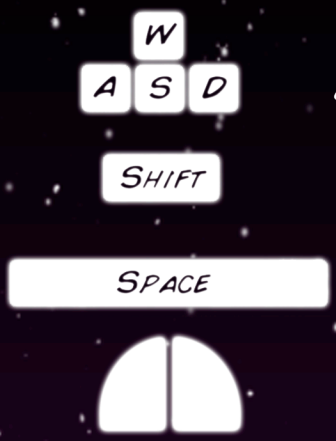
Eternity's Child

Default Controls



A and D to move left and right

Shift to walk

Space to jump

Mouse 1 and 2 to fire

There are three different ways to fire in Eternity's Child. Pressing mouse 1 will do a constant rapid fire, and pressing mouse 2 will charge a large orb of energy. Releasing mouse 2 will release the orb, which can be bounced and manoeuvred by the cursor. Pressing mouse 1 when charged will make many small orbs will scatter forwards like shotgun fire.

Jumping when standing still will make you jump higher.

At the beginning of a level Rose will tell you how many gems you will need to collect. Collecting the gems will make it so you can leave the level via the large face pole. the smaller and more common face poles are checkpoints which save your progress for that level. Leaving the level will delete that progress.

Level Editor Commands

M - access the level editor mode
Delete - delete the object choosen
Page Up - Move object to the back
Page Down - Move object to the front
Left Click - Select Object
Right Click - Spawn Object
Ctrl + Mouse - Move the object
+ - make objects bigger
- - make objects smaller
Alt + Mouse - Rotate Object