

NES-SBI-USA

# EYRA

## THE CROW MAIDEN

**INSTRUCTION MANUAL**

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**SECOND DIMENSION PRESENTS**

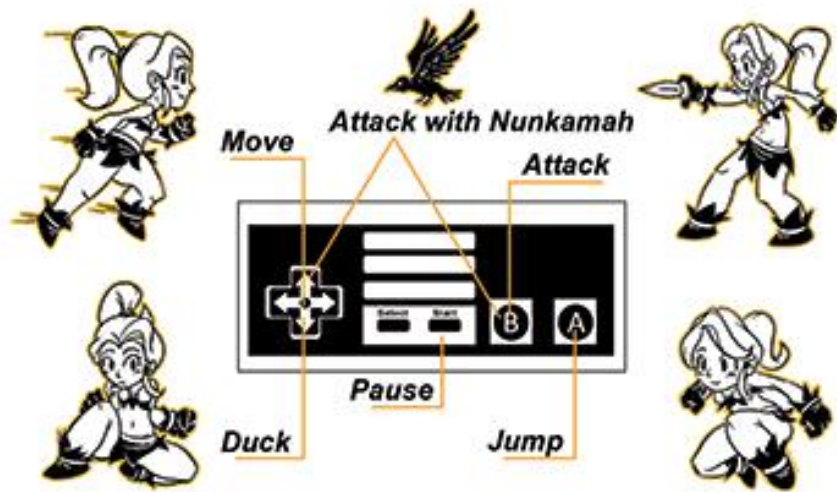
# **EYRA THE CROW MAIDEN™**

**INSTRUCTION MANUAL**

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# CONTROLS





## STORY

*Eyra is a young priestess of the Koruhaurus, the tribe that lives in the temple city of the jungle. She's been trained by the elder mothers to become a wise one and aid their people through knowledge and experience.*

*All was peaceful until the evil Infernal Marauder came from the far lands across the sea and kidnapped the brave warriors of the tribe. His plan is to experiment on them with forbidden magic and ancient powers that had been thought lost to time, and turn them into an army of darkness.*

*Now it is up to Eyra and her trusty trained crow, Nunkamah, to embark on a dangerous journey to save them. Eyra must travel across the world and turn into a fearless warrior to defeat the cruel ruler to return her people back to safety in their homeland.*

# THE SCREEN





# ITEMS



Crow food allows Nunkamah to do a charge attack



Meat restores a small amount of health



Coins gives you an additional 250 points



Upgrades your current weapon



# ENEMIES



*Walking One*



*Woken Soul*



*Acolyte*



*Crawler*



*Tracker*



*Fire Skull (Turret)*

# BOSSSES



*The Keeper  
of knowledge*



*The Unliving  
Siblings*



*Fallen  
Ahfreeth*



*Golem*



*Infernal  
Marauder*

# ***CREDITS***

*Project Lead: Adam Welch*

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