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About This Game

Welcome to the world of AETERNITAS, where everyone can control the 4 elements! Find your way into Aeternitas, the school for the best elemental wielders across the world, to master the elemental arts, make allies, and challenge each other!

In this story-driven RPG, you play as Elwin, an ordinary boy who wants to find his way into Aeternitas and master the 4 elements. Along your journey, you will encounter various people whom you can befriend or antagonize; learn fantastic elemental techniques and lore; gather allies and climb to the top of the Aeternitas Tournament Cup; and uncover the truth behind the peaceful world you took for granted.

Dive into this fresh & charming parallel universe, replete with the magical atmosphere of the 19th-century and a rich cast of characters. From a professor who can control gravity itself to a girl who can control lightning, the people you meet within this world will have exciting and intriguing stories to tell.

In AETERNITAS, you can:

Immerse yourself in the soulful, character-rich story with an emphasis on school life;

Convince and recruit a rich and diverse cast of characters with their unique skills to help you out, each with special dialogue and individual storylines;

Choose your dialogue, altering Elwin's character and relations for the upcoming sequel;

Dive into a special, fast-paced but intuitive battle system reminiscent of the Final Fantasy series;

Challenge and defeat 20+ unique enemies, each more powerful than the last;

Become an Elemental God by mastering the 4 elements and 24+ unique techniques;

Test out hundreds of different strategies and tactics in the sandbox 'spar' mode that gives EXP and Denaros;

Expect for 12+ hours of gameplay, and more if you read all the books at the library and talk with a certain(?) professor;

and uncover secret truths and histories of the universe of Aeternitas.

Title: Aeternitas
Genre: Action, Adventure, Casual, Indie, RPG, Early Access
Developer:
Elliott Lee
Publisher:
Pacific Investment and Consulting, Pte. Ltd.
Franchise:
Aeternitas
Release Date: Early June 2019

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Minimum:

OS: Windows XP (I salute you), Vista (I salute you more), 7, 8, or 10

Memory: 2 GB RAM

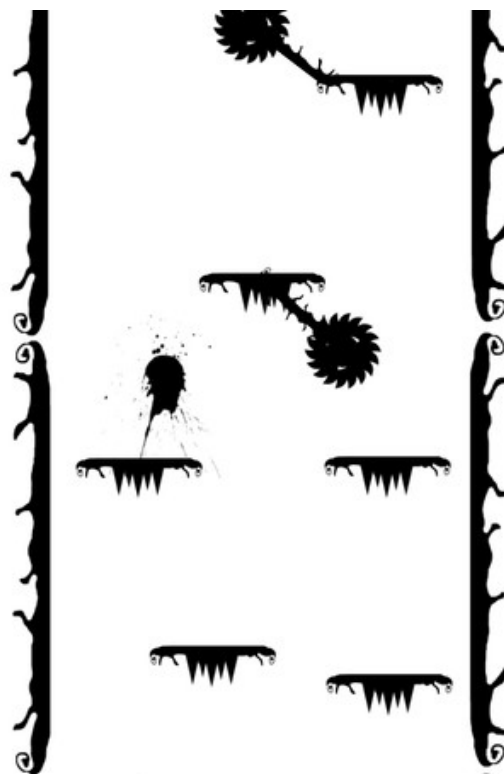
Graphics: Default Integrated Graphics (Intel HD4000); truth be told, pixel art is not graphically demanding

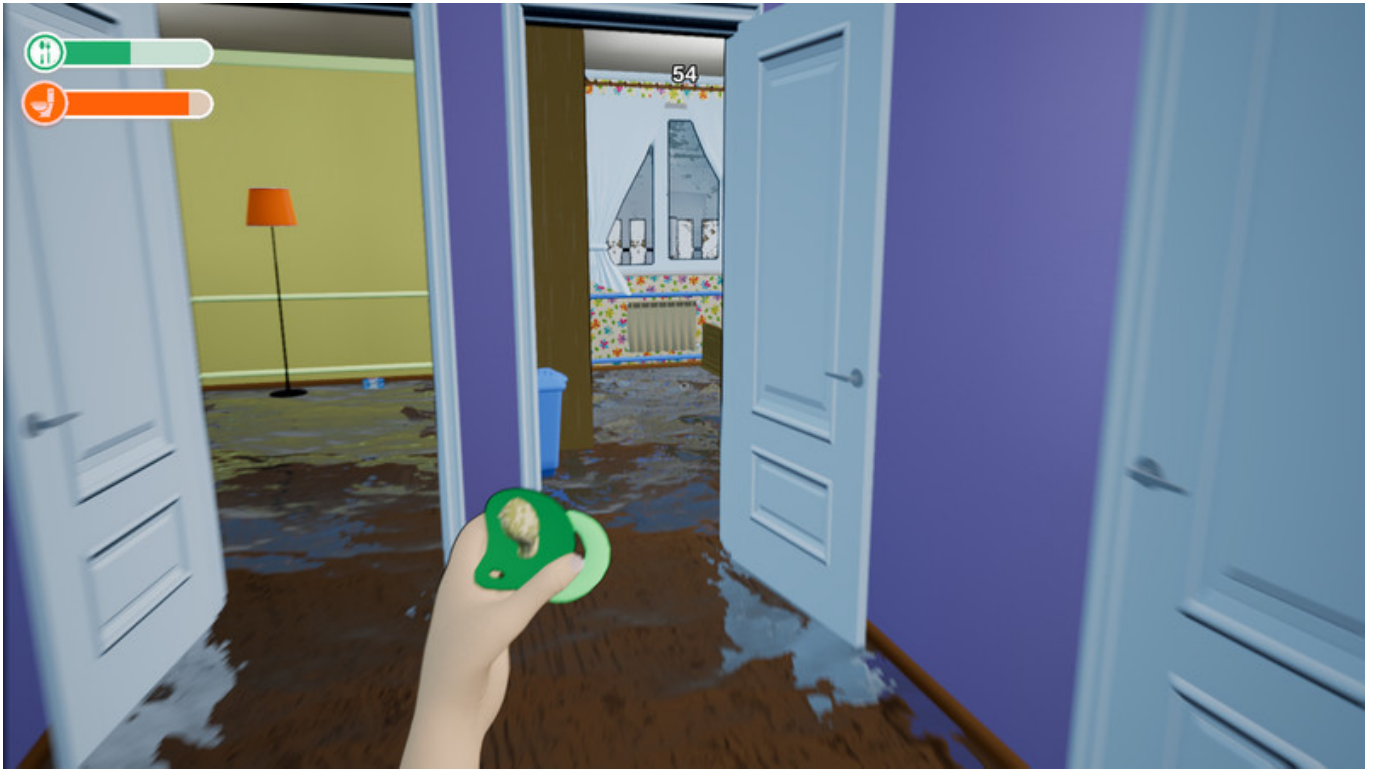
Storage: 800 MB available space

English

```
Game.psc
269 : SKSE additions built 2015-05-24 00:46:40.937880 UTC
270 : Get/Set Perk Points
271 int Function GetPerkPoints() global native
272 Function SetPerkPoints(int perkPoints) global native
273 Function ModPerkPoints(int perkPoints) global native
274
275 : returns the number of active mods
276 int Function GetModCount() native global
277
278 : returns the index of the specified mod
279 int Function GetModByName(string name) native global
280
281 : returns the name of the mod at the specified modIndex
282 string Function GetModName(int modIndex) native global
283
284 : returns the author of the mod at the specified modIndex
285 string Function GetModAuthor(int modIndex) native global
286
287 : returns the description of the mod at the specified modIndex
288 string Function GetModDescription(int modIndex) native global
289
290 : gets the count of mods the specified mod depends upon
291 int Function GetModDependencyCount(int modIndex) native global
292
293 : gets the index of the nth mod dependency of the specified mod
294 int Function GetNthModDependency(int modIndex, int n) native global
295
296 : GameSetting functions - SKSE 1.5.10
297 Function SetGameSettingFloat(string setting, float value) global native
298 Function SetGameSettingInt(string setting, int value) global native
299 Function SetGameSettingBool(string setting, bool value) global native
300 Function SetGameSettingString(string setting, string value) global native
301
302 : save/load game
303 Function SaveGame(string name) native global
304 Function LoadGame(string name) native global
305
306 : TintMasks (AARRGGBB)
307
308 : Returns the total number of tints for the player
309 int Function GetNumTintMasks() native global
310
311 : Returns the color of the Nth tint mask
312 int Function GetNthTintMaskColor(int n) native global
313
314 : Returns the type of the Nth tint mask
315 int Function GetNthTintMaskType(int n) native global
316
317 : Sets the color of the Nth tint mask
318 Function SetNthTintMaskColor(int n, int color) native global
319
320 : Returns the texture path of the Nth tint mask
321 string Function GetNthTintMaskTexturePath(int n) native global
322
323 : Sets the texture path of the Nth tint mask
324 Function SetNthTintMaskTexturePath(string path, int n) native global
325
326 : Types
327 : 0 - Freckles
328 : 1 - Lips
329 : 2 - Cheeks
330 : 3 - Eyeliner
331 : 4 - Upper Eyelid
```

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