

Welcome to version 1.0 of the SAE Development Package. To make things quick we are going to go over what this is about and what it can be used for. Let's get started!

- This development package is for you. It is here to help you complete your own Nova plug-ins in the star wars universe.

- Yes, you may use all the graphics, outfits and even the characters outlined in the Smuggler's Alliance Expansion by Eternal Light Studios. BUT you must include copy-write information and credit. Also, there are restrictions on the project types.

- Restrictions: If you would like to use the graphics, names, outfits, whatever in this development package and the SAE plug-in as a whole you MUST follow the following rules:

1. All projects must contain the name: Expansion at the end. We are working to make a new breed of plug-ins and this is part of it.
2. It must be in the Star Wars universe.
3. You must state in your plug-in that the graphics or whatever you use from SAE was created by Eternal Light Studios.
4. We also want a high level of quality in the graphics and in the story lines. So any new graphics must meet the same level of quality that the SAE graphics do.
5. Your project MUST span one story line in length. (No small BBS expansions)

- Exceptions:

1. You may release extra ships, outfits, and small missions for the Smuggler's Alliance Expansion. BUT they have to be able to work with the SAE Plug-in and keep the same level of quality.

2. You may also write a new addition to the current SAE story line and attach it to the SAE plug. In this case you must state that your project has nothing to do with ELS and ELS will give no plug-in support to the gamer.

You may use anything included in this package to help you complete your project. For ideas and other info look in the sub folders.

Enjoy the package and as always, remember the main reason for this package is to give options for people that need a boost or something to get them excited, we want this to be as easy as possible. If you have any questions, please visit: www.eternallightstudios.com/ELSF forums We are happy to help you in any way.

-- SAE Dev Team

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