

GALACTIC COMMAND – Echo Squad (PC-CDROM)

Product Info

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GALACTIC COMMAND SERIES OVERVIEW

Our successful PC games have always been on the high end niche side of the gaming industry. With our move away from these types of games, given current industry conditions, we saw the need to go back to the good old days of fast and furious space combat action.

To this end, using heavily revised versions of our suite of critically acclaimed game technologies, we came up with a design that harkens to those days. A series that was easy to get into, featured a detailed tutorial and which makes use of our advanced AI and seamless space & planetary technologies.

The result is Galactic Command (GALCOM) a new series offered on different platforms and featuring different aspects of our game technologies.

Four titles are planned for the series, each featuring a different aspect of the galaxy wide conflict against hostile forces.

ABOUT GALACTIC COMMAND – ECHO SQUAD

Many years have passed since the Gammulans invaded the sol system in full force and all but decimated the inhabitants of the planetary systems. Cities were completely devastated and entire continents wiped out.

In their wake, they left a splintered Galactic Command (GALCOM) alliance still engaged in a fierce battle with insurgents who oppose the alliance.

Stretched to the limit Galactic Command scientists developed a new space craft that is lighter, faster and more powerful than any before it. Episode One begins with this new Engstrom class carrier's first day in a live combat engagement.

The player's Echo fighter squadron of fighters has been assigned to the WildStar battle fleet led by the GCV-Excalibur in operations against the Insurgent uprising.

As an Elite Force Pilot and leader of the Echo fighter wing assigned to IIS starstation in orbit around Titan, the player's fighter wing is tasked with leading a series of defensive and offensive missions against the Insurgents occupying Sol territories. The player commands a different fighter in each episode.

Missions take place in space and on the surface of planets and range from basic escort and recon missions, to highly engaging and dangerous tactical strike missions.

TECHNOLOGIES & CONTENT

- § Native DirectX 9 graphics engine supporting SM 2.0 with various effects such as per-pixel lighting, texture filtering (e.g. Anisotropic), anti-aliasing (FSAA), environment mapping, normal maps and various shader based special effects.
- § High definition planetary terrain rendering engine supporting very large surface areas. Technologies include reflections, volumetric clouds, dynamic 24hr time of day effects (including realistic star constellations in the night sky), dynamic weather patterns (snow, storms etc), many mission specific populated areas etc.
- § Massive space and planetary game world containing an entire galaxy to explore with eight star systems, approximately fifty planets and moons with several containing populated areas. Also supports seamless transition from space to planet (and moons) and vice versa; with hardly noticeable loading times.
- § Intuitive GUI interface. Completely mouse driven and with various keyboard hotkeys and support for Xbox 360 controller for Windows.
- § In game document viewer which makes the keyboard commands, game manual and tutorial documents available at all times.
- § Native support for Logitech Dual Action game pads as well as XBox 360 controller for Windows game pads.
- § Large asset database including over fifty space crafts, various planetary vehicles, crafts, buildings etc.
- § Advanced AI engine with NPC orders system for player's squad.
- § Advanced flight dynamics engine, complete with new, fully functional 3D fighter cockpit displays.
- § Advanced mission system with real-time adjusted variables based on AI which ensures that the same scenario always plays differently. Unprecedented replay value!
- § Multiplayer client-server engine supporting up to sixteen players.

UNIQUE SELLING POINTS

- § Very easy to jump in and play in under ten minutes.
- § In game tutorial scenario which covers basic gameplay, navigation, dynamics as well as space & planetary combat tactics.
- § Four episodes which make up a complete story line. Each episode contains a campaign scenario with sixteen lengthy missions which provide several hours of game play. No two play sessions are ever the same, giving a very high replay value for each episode.

- § Complete orders control of player NPC fighter squad during missions.
- § Ability to rearm and repair your craft at stations or other capital ships.
- § Large seamless space and planetary game world to play in.

TARGET DEMOGRAPHIC

Combat action gamers. GALCOM was inspired by space combat action games of the good old days. The end result is a fast paced action based game which can be played in short or long intervals and which would appeal to both casual and hardcore action gamers alike.

PC SYSTEM REQUIREMENTS

Minimum:

- Windows XP SP2, Vista (with all service packs)
- DirectX 9.0c or later
- Pentium IV 2.0 GHz or equivalent
- 256MB system RAM
- 128MB video card with pixel and vertex shader 2.0

nVidia chipsets: GeForce FX or better

ATI chipsets: ATI 9500 or better

- DirectX 9 compatible sound card
- CD-ROM or DVD-ROM
- Multiplayer requires LAN or broadband connection

Recommended:

- Windows XP SP2, Vista (with all service packs)
- Pentium IV 2.8 GHz or equivalent
- 512MB system RAM
- 256MB video card with pixel and vertex shader 2.0 or 3.0

nVidia chipsets: GeForce 6800 or better

ATI chipsets: ATI X800 or better

RELEASE DATE	Q3/07
MSRP	Subscription to GameTap service required
ESRB RATING	Teen (anticipated)
TARGET AGE GROUPS	13-17, 18-24, 25-34, 35-44, 45+
NPD GAME CATEGORY	Simulations (Aerial/Space Combat)