

GALACTIC COMMAND – ECHO SQUAD SECOND EDITION (PC) **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.

This Second Edition version scheduled for wide public release, is based on improved versions of the original GameTap exclusive version. The graphics engine, all 3D assets have been upgraded to the latest versions used in the upcoming sequel Talon Elite title. This represents a drastic and dramatic improvement over the older version of the game. More info about the revisions can be viewed at our website product area at <http://www.3000ad.com/site/gces2/>

TECHNOLOGIES & CONTENT

- New DirectX 9 based high definition space terrain rendering engine with support for Shader Model 2.0 and various high end effects such as motion blur, tone mapping, High Dynamic Range lighting, per-pixel lighting, texture filtering (e.g. Anisotropic), anti-aliasing (FSAA), environment mapping, normal maps and various shader based special effects.
- Native support for 16:9 and 16:10 widescreen monitors with native 1280x720 (720p), 1920x1080 (1080i/p) and 1680x1050 resolution support.
- 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.
- Large seamless space and planetary game world provides the ability to conduct missions in both space and on planets (no window dressing here; yes, you can actually go on planets!).
- Advanced flight dynamics engine.
- Revised frontend GUI interface with fully functional 3D cockpits!
- In game document viewer which makes the keyboard commands, game manual and tutorial documents available at all times.
- Voice narrated in-game tutorial.
- Support for USB joysticks as well as native support for most analog game pads (e.g. Logitech Dual-Action) and the XBox 360 controller for Windows (with rumble support!).
- Large asset database including over fifty space crafts, various planetary vehicles, crafts, buildings etc.
- Advanced AI engine with NPC characters (also player's wingmen) who act intelligently and react to combat conditions around them.
- Advanced mission system with real-time adjusted variables based on AI which ensures that the same scenario always plays differently.
- Multiplayer client-server engine supporting up to thirty-two players with in-game server browser with deathmatch and co-op gameplay modes in space and on planets.

UNIQUE SELLING POINTS

- Targeted specifically for the casual/action fan, the game is very easy to jump in and play with a very low learning curve.
- Advanced graphics engine and intuitive GUI interface.
- In game tutorial and practice scenarios which cover basic gameplay, navigation, dynamics as well as space & planetary combat tactics.
- Advanced orders system of player's wingmen.
- Advanced AI engine, complete with highly intelligent and aggressive wingmen who can understand and act on various tactical orders.
- Two unique player controlled fighter crafts, complete with 3D cockpits for that totally immersive feeling.
- Many enhancements and tweaks targeted at an immersive casual action gaming experience.
- No bad voice acting. No pointless and/or badly acted and intrusive immersion breaking cut-scenes. No pointless space combat features such as trading, diplomacy, pointless exploration, useless and inconsequential fighter upgrades etc. The game is pure AIP (Acquire, Identify, Prosecute) compliant gameplay experience. Missions include recon, search & destroy, combat air patrol, escort, tactical support and many more variants.
- Replayability factor is 100% guaranteed due to our critically acclaimed and seasoned AI technologies which ensure a truly dynamic universe regardless of how many times a scenario or campaign is replayed.
- A campaign completion bonus includes a freeform gameplay mode which pits your fleet against increasingly aggressive hostile forces all over the game galaxy.
- Music tracks by award winning composer, Daniel Sadowski of Soundrama.
- Audio and professional voice acting hires and engineering by award winning studio, Somatone.
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TARGET DEMOGRAPHIC

Combat action gamers. GALCOM was inspired by space combat "pick up and play" action games of the good old days. The end result is a high-end, 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 3.0 GHz or equivalent
- 1GB system RAM
- 256MB PCIe graphics card

nVidia chipsets: GeForce 6800 or better
ATI chipsets: ATI X800 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)
- Intel Core 2 Duo E6600 @ 2.4GHz or AMD X2 6000+ 3.0GHz
- 2GB system RAM
- 512MB PCIe graphics card

nVidia chipsets: GeForce 8800 or better
ATI chipsets: ATI X1600 or better

RELEASE DATE	Q1/08 (Spring)
FORMAT	PC CD-ROM and digital distribution
MSRP	\$29.95 for Episode One. Future scenario episodes sold separately.
ESRB RATING	Rate Pending. Anticipated: Teen w/ violence descriptor
TARGET AGE GROUPS	13-17, 18-24, 25-34, 35-44, 45+
NPD GAME CATEGORY	Simulations (Aerial/Space Combat)