

Galactic Command - Echo Squad™ SECOND EDITION

Demo ReadMe

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EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

SYSTEM REQUIREMENTS

ABSOLUTELY POSITIVELY DO NOT IGNORE THESE REQUIREMENTS! SERIOUSLY, NO KIDDING. IF YOU THINK YOU'RE GOING TO BE ABLE TO RUN THIS GAME ON ANYTHING OTHER THAN THE MINIMUM REQUIREMENTS, YOU'RE GOING TO BE IN FOR RUDE AWAKENING.

Ensure that you have the latest drivers for your graphics and sound card. For nVidia graphics cards, you need the **169.44** drivers. For ATI cards you need **Catalyst 8.3**. Please check your card manufacturers website for these drivers. The game makes heavy use of Shader Model 2.0, so you absolutely must have the latest drivers installed; especially if you have HDR (High Dynamic Range lighting) on. You also need the **November 2007** release of DirectX. If you don't install this, the game **can and will** crash!!

Minimum:

- Windows XP SP2, Vista (with all service packs)
- DirectX 9.0c (November 2007) 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

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

Supported Controllers:

- Joystick
- XBox360 Controller For Windows
- Analog controllers (most supported. If yours doesn't work, then its not supported)

GETTING STARTED

After installing the game, print the game's documentation. This includes the manual, tutorial and game commands. They are also accessible from within the game using **H**, **ALT+H** and **CTRL+H** respectively.

Start the game, then go to the **OPTIONS** menu and make the necessary changes. You might want to read section 12 of the game manual first!

This demo includes a single scenario divided into five stages for a total of 130 minutes of gameplay time. Each phase flows into the next phase. If you don't complete any of the first three phases within the allotted time, you will lose track. The end result is you'll get killed when you get to active duty.

TUTORIAL PHASE I	-	20 mins
TUTORIAL PHASE II	-	20 mins
TUTORIAL PHASE III	-	30 mins
ACTIVE DUTY COMBAT (SPACE)	-	30 mins
ACTIVE DUTY COMBAT (PLANET)	-	30 mins

NOTE: In order to qualify for active duty, you must complete all three phases of the tutorial. Oh, and by the way, yes, can die during the tutorial training phases. Save often.

You can pause (**PAUSE**) as well as save (**ALT+S**) and restore (not resume) the game at any time.

Have fun!!