



## GALACTIC COMMAND - KNIGHTBLADE

*--Bringing a big knife to a gunfight--*

**FORT LAUDERDALE, FL — March 18<sup>th</sup>, 2008** — 3000AD Inc today announced the sequel to the recently released Galactic Command – Echo Squad SE.

Galactic Command – KnightBlade brings total immersion to the space combat genre. Gamers will live out and experience their entire career within the confines of their assigned command carrier. All in first person perspective inside the 350m long GCV-KnightBlade; the second carrier in the Engstrom class to be built by GALCOM.

Players will experience the thrill of deep space life – both as a combat pilot and a marine - as well as the angst of living inside a battlecruiser under attack both from within and outside. From the thrill of rushing out of your quarters to Operations for a mission debrief, to the adrenaline rush of racing through the carrier to the Flight Deck, climbing into in your fighter then launching and engaging hostile forces. As a marine your combat assignments will include engaging hostile forces who board your carrier, as well as deploying to distant planets aboard shuttles or via transporters on combat engagements.

Also episodic in nature, **Episode One – First Strike**, features a sixteen mission campaign played from the perspective of both a combat fighter pilot and an Elite Force marine as the KnightBlade – piloted by a fully automated AI crew – hurtles through vast space and planetary worlds.

But this is not all about combat alone. Once again our advanced and proprietary AI comes into play as NPC crew members go about their own lives and duties aboard the KnightBlade. Walk into engineering and chat with that lovely female engineer or crash the bridge and get tossed out by your NPC commander. As in all our games, if you can think it, you can probably do it. Explore the ship, talk to other NPCs, engage in or evade a fight that breaks out in the Galley and get tossed in the Detention Hold by marines; the choice is yours to make.

Galactic Command – KnightBlade is being developed for the PC and consoles. It is due out in Q2/09. For more info and shots please visit the game's product page at <http://www.3000ad.com/site/gckb/>

3000AD Inc headed by eighteen year industry veteran Derek Smart, is an **independent and privately held** game developer located in sunny South Florida.

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