

FOR IMMEDIATE RELEASE

Weston, Florida; December 4th 2006 – 3000AD Inc release news.

3000AD is pleased to announce the following products scheduled for release in 2007.

GALACTIC COMMAND – RISE OF THE INSURGENTS

When Derek Smart and his team set out to develop a fast paced space combat shooter, they didn't want to do just your regular run-of-the-mill shooter. Instead they wanted to blend in all the elements that made the space combat genre of yester years awesome, with the current generation technology found in our industry recognized suite of games.

The result is a visceral pure action aerial and space combat action shooter with massive scale combat engagements, an intricate story line campaign, interesting and challenging missions which take place both in space and on planet surfaces, as well as all the graphics eye candy that your system can muster. Throw in an intuitive help system, easy to use GUI interface and control scheme (game pad support!) and what you have is a game you can pick up and be playing like an expert in ten minutes or less.

This episodic (four in all) game tells the story of the struggle between the Terran Military forces of Galactic Command and their opposition counterparts, the Insurgents, who are fast becoming the new threat to the organization's stability and security.

The GCV-Excalibur and GCV-Merlin are two new attack carriers developed by GALCOM and on their first maiden voyage are tasked with engaging the Insurgents. As the leader of a combat flight crew of fighters assigned to the Excalibur, your mission is to carry out your assignments while protecting your fleet from being destroyed by hostile forces operating deep behind enemy lines.

Episode one is included in the full game, with three additional episodes (each sold separately) to follow every two to three months.

GALCOM is scheduled to be released in Q1/07 (March) at an MSRP of \$29.95. Future episodes are sold separately at \$19.95

For full product info, including screen shots, please refer to the URL below:

<http://www.3000ad.com/products/galcom.shtml>

UNIVERSAL COMBAT COLLECTORS EDITION

This is the final title in the long running Battlecruiser / Universal Combat series of games and is based on the Universal Combat Special Edition engines.

It includes all the campaign and instant action scenarios from the previous titles in the entire Battlecruiser and Universal Combat series of games (listed below).

1. Battlecruiser 3000AD (Take Two Interactive, 1996)
2. Battlecruiser 3000AD v2.0 (Interplay, 1999)
3. Battlecruiser Millennium (3000AD Inc/EB Games, 2001)
4. Battlecruiser Millennium Gold (Dreamcatcher Games, 2003)
5. Universal Combat (Dreamcatcher Games, 2004)
6. Universal Combat Gold (3000AD Inc, 2005)
7. Universal Combat A World Apart (3000AD Inc, 2005)
8. Universal Combat Special Edition (3000AD Inc, 2006)

UCCE is scheduled to be released in Q1/07 (March) at an MSRP of \$39.95 and will be available in PC DVD-ROM format only.

For more information, please visit the game's web page below.

<http://www.3000ad.com/products/ucce.shtml>

About 3000AD Inc

Established in 1992 and headed by eighteen year industry veteran Derek Smart, 3000AD Inc is a privately owned independent developer of PC games. The company is most famous for its industry recognized Battlecruiser series conceived in the mid eighties.

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Contact Information

Lisa Einhoffer
biz@3000ad.com

3000AD Inc
2569 Eagle Run LN
Weston, FL 33327
Tel: (954)-358-6851
Fax: (954)-358-6853