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PRESS RELEASE
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Seattle-based developer 17-BIT announces mind-melting sci-fi action game GALAK-Z

Seattle, WA, June 10th, 2013 -- Seattle game developer 17-BIT, creators of the award-winning **Skulls of the Shogun**, today announced its latest project, a sci-fi action game entitled **GALAK-Z.**

"**GALAK-Z** is a modern, A.I. and physics-driven open-world action game, viewed through the lens of the classic 16-bit space shooter. It's 2D combat taken to the next level," says Jake Kazdal, CEO of 17-BIT. Players will take control of a variety of classic spacecraft inspired by anime of the late 70s and early 80s, piloted by a cast of characters every bit as colorful as the rainbow-hued explosions erupting all around them. Newtonian physics take center stage as players experience finely-tuned control, blasting enemies, unleashing missile salvos, and tossing enemies into explosive obstacles.

The bar is raised for intense deep space dogfighting with dynamic and life-like enemies, powered by the next generation **Cyntient AI** platform, developed by Cyntient Inc. Players will be forced to outmaneuver, outgun and outsmart enemies that think, react and cooperate like seasoned pilots. Both stealth and skill are required to defeat enemy squads in a brutal game of cat and mouse. Prepare for an enemy that comes alive like never before.

Gamers can look forward to experiencing **GALAK-Z** first on Sony's PlayStation 4. "Sony's

incredible support and outreach to indie devs for unique content, along with the ability to self-publish, makes it our choice destination as an independent game studio," says Kazdal.

GALAK-Z will be available for PlayStation 4 in 2014.

About 17-BIT

17-BIT is a boutique independent video game developer specializing in revitalizing classic genres with cutting-edge gaming experiences. Founded in 2009 by game industry veteran Jake Kazdal, 17-BIT aims to deliver iconoclastic games that challenge the expectations of 2D gaming. Including his years at Sega in Tokyo and Electronic Arts in Los Angeles, Kazdal brings decades of experience to the company's offices in downtown Seattle. With bold, eye-catching art and broad audience appeal, 17-BIT creates fresh game experiences that hearken back to the 16-bit era of consoles, but with the power and high definition of modern hardware. 17-BIT's debut title was the critically acclaimed **Skulls of the Shogun** for Xbox Live Arcade, Windows 8, and Windows Phone.

17-BIT.com

About Cyntient

Cyntient Inc. is a Seattle-based software company whose innovative Artificial Intelligence (AI) solution opens the door to creating a gaming experience enlivened by virtual characters that analyze, react to and learn from their environment, each other and the player's behavior. They are intelligent and emotional, providing lifelike personalities for next-gen interactive entertainment. Cyntient addresses the high cost required for developing truly dynamic and engaging AI in video games. The **Cyntient AI** platform will enable game designers to create Non-Player Characters (NPCs) that are far beyond the reach of most studios, allowing them to focus on their game's vision, design and gameplay. Formed in 2010, Cyntient was co-founded by leaders from the video game, aerospace and advanced research industries.

Cyntient.com

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