

PROJECT: SPACE STATION™

Science Simulation in Space

Programmed by Lawrence Holland of MICRO IMAGERY

For Ages 12 and up

Joystick Optional

Disk Drive Required



Diskette for
Commodore 64

HesWare™

PROJECT: SPACE STATION contains the basic elements for designing, launching, assembling, and operating a space station while dealing with schedules, budgets, and public relations. Unforeseen opportunities and obstacles occur. The user's decisions and their consequences are all woven into the action of the simulation making each construction unique.

You will have to select the proper equipment, modules, and crew personnel for each shuttle flight that will best suit the research and development project you have chosen. You will have to take into account how various people react with each other by reading their VITAS which contain vital information.

Once you have selected the proper crew and equipment you will have to schedule the actual launch and then pilot the shuttle. If the shuttle does not remain on course, then it's payload of satellites and equipment will be scattered in space making assembly of the space station difficult, time consuming, and may run you over-budget.

Once in space, you begin the task of assembling the actual space station using the modules selected. If your design is efficient and you piloted the shuttle successfully, then assembly of the shuttle will be quick, thereby allowing you to return to earth to schedule more flights to continue building the space station or to work on the research and development projects.

There are over 40 Research and Development projects to choose from, the ultimate goal being to keep the station running as long as possible while generating money and discovering new products and services for Earth.

