
Buzz Aldrin's Space Program Manager Crack Serial Key



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About This Game

Buzz Aldrin's Space Program Manager (SPM) Road to the Moon is the ultimate game of space exploration. It is the mid 1950s and the race for dominance between the US and the Soviet Union is about to move into a new dimension: space. Take charge of the US or Soviet space agencies - your duty is be the first to the moon. Carefully manage your budget by opening programs, spending R&D funds on improving the hardware, recruiting personnel and launching space missions in this realistic turn based strategy game.

Road to the Moon features the race to the Moon, the historical event that started in the early 1960s and that ended in July 1969, after the successful completion of the Apollo 11 mission.

The game features both a campaign and a sandbox mode. In campaign mode, you will be able to play as the Director of either NASA or the Soviet Space Agency in order to beat the other side to be the first on the Moon. You can also lead the Global Space Agency (GSA), an fictional space agency that combines programs from all the major space agencies in the world . In the GSA campaign, you will need to address the requests and short-term goals issued by government, and is geared towards those players who prefer a game experience focused on exploration instead of competition. Alternatively, all three space agencies feature a Sandbox mode, which provides a more open-ended experience and allows you to try out different approaches without any political pressure.

You will be able to develop dozens of programs. Some examples include the X-15 and the PKA space planes, the Sputnik satellite, the Mercury, Voskhod, Apollo and Soyuz manned spacecraft and the Mars Viking probe. You are not limited to missions that did launch, as as the game also allows you to try out many concepts that were planned but that never left the drawing board. For example, instead of sending men to the Moon using the Lunar Orbit Rendezvous (LOR) approach used by

Project Apollo in the late 1960s and early 1970s, you will be able to rewrite history and use either the alternative Gemini Earth Orbit Rendezvous (EOR) or Gemini Direct Ascent (DA) schemes. The number of options available ensure every game will be different and there is huge replay value.

To verify its accuracy and authenticity, the game, is being developed in consultation with Dr. Buzz Aldrin, former U.S. Air Force combat pilot (66 missions in Korea) and NASA astronaut, who took part in the first Moon landing mission and became the second human being to walk on the Moon.

If you have any interest in space exploration and the events that transpired during the 'Race to the Moon', this is a game you just do not want to miss!



Features

- Three different campaign modes: play as NASA or the Soviet space agency in order to be the first on the Moon or play as the Global Space Agency (GSA) and deal with the short-term objectives issued by politicians.
- Manage all aspects of your space agencies from their inception in the 1950's through to the manned lunar landing missions
- Play the race to the Moon campaign mode against other players using Slitherine's PBEM system.
- The Sandbox mode allows you to play as any of the three space agencies and removes all competition restrictions. You will have a fully featured playground in order to try out different approaches to space exploration!
- Create space programs and launch missions inspired by real programs such as the X-15 Space plane, the Sputnik satellite, the Gemini, Vostok and Apollo manned spacecraft and a lot more!
- Research and develop dozens of mission components from several program categories.
- Develop your facility with advanced structures and upgrades including the Vehicle Assembly Building and the Mission Control Centre.
- Recruit and train astronaut candidates and assign them to missions.
- Assemble an elite team of Scientists, Engineers, Technicians (SET), Flight Controllers for the best chance of success.
- Manage your agency's budget.
- Mission components have an associated reliability factor and can cause catastrophic failures.
- Vast amounts of historical research ensure that the game's huge database features missions that launched and many more that never left the drawing board!
- A vast array of components built in 3D and rendered out in exquisite detail allow you to follow the progress of your missions via animated sequences.

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- The Buzz-opedia gives background information on the real programs, missions and hardware throughout the game.
 - The soundtrack features a unique playlist for each space agency and numerous tracks for the mission animations.

Designed in consultation with Dr. Buzz Aldrin, Apollo 11 Lunar Module Pilot and the second human being to set foot on the Moon.

Title: Buzz Aldrin's Space Program Manager

Genre: Simulation, Strategy

Developer:

Polar Motion

Publisher:

Slitherine Ltd.

Release Date: 31 Oct, 2014

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English,French,German,Italian

MISSION CONFIGURATION SELECTION



LUNA 3 (LUNAR FLYBY)

MISSION COMPONENTS REQUIRED



R&D MISSION COMPONENTS

SCHEDULE MISSION

ADVISOR



ASSESSMENT

MISSION SUMMARY

Prestige Earned/Deducted	325/475
Payload Masses (Per Launch)	38 kg
Launch Types (Per Launch)	TLJ
Extra Boost From Payloads/Launch	N/A
Flight Controllers Required	5
Cosmonauts Required	0
Comp. Avg. Reliability (w/pen.)	91.9%
Difficulty	100.0%
Cost	\$3072.0

GOALS TO ACHIEVE



LUNAR PROBE

1950.2 ★ 400



LUNA 3 LUNAR FLYBY

1950.2 ★ 300



LUNAR FLYBY

1950.2 ★ 0

\$ 57868.9
+16000.2

4/30/30

5/14/14

13/28/35

14/16

7/14

BACK TO SPACE COMPLEX

WE CHOOSE TO GO TO THE MOON



The President of the United States addressed the Nation in order to define the Space Program's priorities:

"We choose to go to the Moon. We choose to go to the Moon in this decade and do the other things, not because they are easy, but because they are hard, because that goal will serve to organize and measure the best of our energies and skills, because that challenge is one that we are willing to accept, one we are unwilling to postpone, and one which we intend to win, and the others, too."

PROCEED

\$ 27482.0
+2,423.1

5/5/7

0/3

END SEASON

PROGRAM SELECTION



VENERA 7 VENUS LANDER

DESCRIPTION

This program consists of a spacecraft capable of descending through the Venusian atmosphere and landing on its surface. It is equipped with several instruments, such as sensors and radio transmitters and, due to the harsh environment, it can only send information for a few minutes before disintegrating. The program offers a single mission configurations, and lasts for one season.

OPEN PROGRAM

MISSION CONFIGURATION SELECTION

VENERA 7 (VENUS LANDER)

TPI KG 1180

58108.9
+16215.4

4/30/30

5/14/14

13/28/35

13/16

7/14

BACK TO
SPACE COMPLEX

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Patch 1.1 is now available!

The developers over at Polar Motion have been working hard ever since release to incorporate your comments and feedback into the game. As a result, Space Program Manager has now been updated. The 1.1 patch includes a number of fixes, as well as the implementation of tooltips. The game also supports more resolutions and is now fully available in French and German!

Changes:

- * **Added support for 4:3, 16:9 and 16:10 resolutions.**
- * **Added support for German and French.**
- * **Added tooltips and in-game help messages across the whole UI.**
- * Overhaul of the Vostok program animations.
- * Overhaul of the Voskhod program animations.
- * Luna 2 probe animation overhaul, now includes the “sodium cloud release” experiment.
- * Luna 15 probe animation overhaul.
- * Zond 5 probe animation overhaul.
- * Venera 7 probe animation overhaul, with an improved “descent into hell” experience.
- * Soyuz LOK Lunar program : extra-vehicular crew transfers were performed by the wrong cosmonaut, which had an impact on the mission safety % during those steps, fixed. Now the Commander performs all the LK-related operations.
- * Fixed the graphics glitch in the Soviet space complex reported.
- * Added portrait of fallen astronaut/cosmonaut in the Memorial Centre.
- * Revamped the mission configuration entries in the Headquarters so that they provide extra info about the launch requirements.
- * Fixed a bug in the “Remember Me” multiplayer login checkbox.
- * Fixed the sound issues.
- * Fixed graphics glitch in the soviet space complex.
- * Added code to prevent the player from changing the rocket associated to a mission configuration once the mission has been scheduled.
- * Multiplayer matches will now end if either player takes its space agency into the red numbers.. **Space Station Designer:** Hello all! Some of you might know this because we've mentioned it in some of our answers to user reviews for 'Buzz Aldrin's Space Program Manager' but, in case you missed it, you will be happy to know that we've been working on a space station construction and management game named 'Space Station Designer'.

We conducted an open alpha in December 2017, got a lot of useful feedback and charted a new development roadmap accordingly. The game is still under heavy development and it will take a while to be completed (we're only two developers working on it part-time), but we've reached a point where most of the basic ingredients are already in place and we'll be able to share periodic updates with the community :)

Today, we're happy to unveil a brand new webpage for [Space Station Designer](http://spacestationdesigner.com)[spacestationdesigner.com]

And we're also starting a mailing list! So if you want to get periodic updates about the development of the game and have access to the closed alpha (which we're planning to start soon), please subscribe using [this form](http://spacestationdesigner.com)[spacestationdesigner.com].

Thanks for reading!

Best wishes,

--Ignacio and Mauricio (Polar Motion). **Space Program Manager on Twitch tomorrow!:**

“The probability of success is difficult to estimate, but if we never search the chance of success is zero.” (Giuseppe Cocconi and Philip Morrison, 1959)

We are happy to announce you that an **important update for Space Program Manager is scheduled for today**, and we wish to invite you to **race with us** to go where no man has gone before, **tomorrow at 8 pm CET/ 2pm EST** as we **stream the game** showing you some of the new features.

Check it out on the official [Twitch channel](http://www.twitch.tv)[www.twitch.tv]

. New websites!:

Hello all! Last month we unveiled new product pages for our classic game '[Buzz Aldrin's Space Program Manager](#)' [spaceprogrammanager.com]. and for our current game project '[Space Station Designer](#)' [spacestationdesigner.com]. Today we're happy to share with you [our new company's webpage!](#) [polar-motion.com]

The articles from our previous development blog, which has now been renamed to 'Gimbal Lock', are still there.

We also started a mailing list, so if you want to keep up to date with the development of our projects, please subscribe.

Have a great week!

--Ignacio and Mauricio (Polar Motion). **Space Program Manager is updated to version 1.4.0!:**

The big one has finally landed!

A new patch is available for our popular Buzz Aldrin's Space Program Manager, bringing the game to version 1.4.0 with tons of improvements, bug fixes and....tigers. Yes, tigers. Never heard about tigers hired by space agencies?

You'll understand this better in a minute!

The most relevant changes are:

- Added an interactive tutorial for the NASA campaign, which covers the basics of the game from agency inception until the execution of the first manned mission.
- Added the option of hiring 'Tiger Teams' when running a mission inside the Mission Control room. 'Tiger Teams' are groups of paid experts that help Flight Controllers and increase the chances of success when a failure occurs during a mission step.
- Added a new program: the Luna 17 lunar lander and the Lunokhod 1 lunar rover.
- Lots of improvements across the UI: more tooltips, new set of buttons for navigating the various screens inside the Headquarters, made the information related to programs and missions more easily available, replaced the personnel silhouettes with real photos, improved the performance of the personnel management screen, etc.
- Completely revamped the end screen for the campaign mode: now the game shows a series of relevant stats and grants the player a medal based on its performance. The player can also continue running the agency after the manned Moon landing goal has been achieved.
- Added a new set of Steam achievements.
- Various gameplays tweaks and fixes in the game database.

. Space Program Manager Contest Winner Announced!:

Celebrating the highly successful launch of Buzz Aldrin's Space Program Manager, we teamed up with the famous Kennedy Space Center and hosted a launch contest. All the people who bought the game could take part in order to win an exclusive VIP trip to the Kennedy Space Center, or one of many other great prizes!

The winners have all been contacted by now and we would like to congratulate user Libertybelle79 has won the grand prize! She and one other guest will be flying over to the Kennedy Space Center in order to get a full VIP treatment, including a tour, lunch with an astronaut and, if the weather allows for it, witness an actual launch!

Libertybelle79 was certainly pleased with the prize, saying :

"I am so excited to have won the trip to Kennedy Space Center! I have been dreaming of going there for years. I'm looking forward to touring the old Mercury through Apollo-era launch sites and am especially excited about having lunch with an astronaut. Not to mention it will be a really fun vacation for my fiance and me!"

On behalf of the Slitherine Group, the Polar Motion development team,
The Kennedy Space Center and Buzz Aldrin himself, we would like to congratulate Libertybelle79 and wish her and her guest a great time!

If you were contacted as the winner of one of the many other prizes, your prize will be delivered to you soon.

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