

vision
videogames, LLC

MANUAL

SPACESTATIONSIM™

developed in
collaboration
with **NASA!**



Quick Keyboard Reference

ENTER	=	Activate current object
Arrow keys	=	Change selection
BACKSPACE	=	Back up
HOME	=	Go to current astronaut or task
DELETE	=	Delete current task
SPACEBAR	=	Skip movies and pause game
W,A,S,D	=	Zoom and pan camera
I,J,K,L	=	Rotate camera
G	=	Go to event
F1	=	Previous astronaut
F2	=	Next astronaut
F3 (hold)	=	Open task panel
F4 (hold)	=	Open alert panel
F5	=	Open stats panel
F3	=	Previous stats page (when open)
F4	=	Next stats page (when open)

TECHNICAL SUPPORT

For technical difficulties regarding SpaceStationSim, please contact us at:

EMAIL: support@enlight.com

ENLIGHT WEBSITE: www.enlight.com

GAME WEBSITE: www.spacestationsim.com

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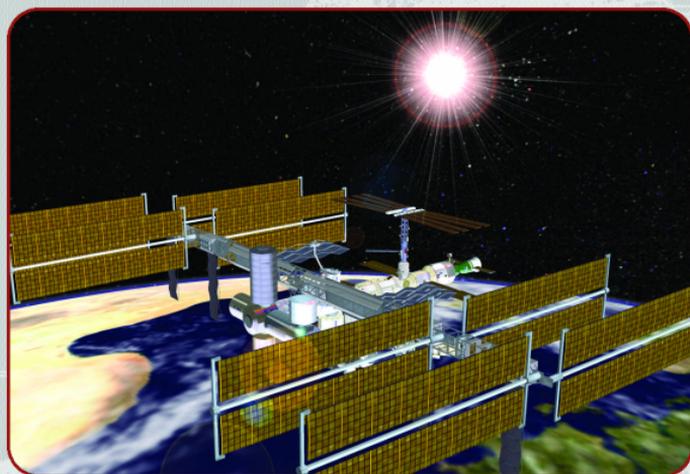
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INTRODUCTION

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On the order of the **Seven Wonders of the World** and with a legacy that will challenge even the Pyramids of Egypt, the creation and operation of the **International Space Station (ISS)** has been recognized as the greatest construction project ever attempted by the human race. Welcome to **SpaceStationSim**, where you can create and manage your very own International Space Station and crew! From Mission Control Center, build your own ISS using dozens of modules and stylized components from NASA and its four exploration partners, RSA, ESA, JAXA and CSA. Then send new astronauts to live and work aboard your orbiting biosphere. Onboard, keep your station in top shape and your astronauts happy and healthy while protecting them from the bumbling space tourist. Through strategy, design, management, discovery, and care of your crew, your ISS may usher in the dawn of a new age for Man among the stars, or fail in a burning inferno!



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SPACESTATIONSIM

INSTALLING THE GAME

Insert the disc in the CD ROM drive and click on the five Next buttons and the one Install button. Then click on the Finish button. When the installer asks you if you want to install Direct X, click yes to install Direct X version 9.

SYSTEM REQUIREMENTS:

Minimum:

- Windows 2000 or XP operating system
- 1 GHz processor
- 256 MB of RAM
- 3D graphics card with 32 MB of RAM
- 625 MB of hard drive space for installation
- DirectX 9 (included)
- DirectX - compatible sound card
- Media Player 9.0.0.2980 (included)

Recommended:

- Windows XP operating system
- 2 GHz processor
- 512 MB of RAM
- 3D graphics card with 128 MB of RAM
- 625 MB of hard drive space for installation
- DirectX 9 (included)
- DirectX - compatible sound card
- Media Player 9.0.0.2980 (included)

STARTING A NEW GAME

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- The SpaceStationSim disc must be in your drive to play the game. SpaceStationSim runs in full screen mode. Any programs that interrupt its control of the monitor will interfere with the game, so turn off browsers, instant messengers and similar software.
- Double click the SpaceStationSim launcher icon on your desktop.
- In the Launcher screen, you can create a new game, load an existing game, rename an existing game, copy a game, delete a game from your list, import a game to your list and export a game.
- You can also configure your screen resolution and image processing for the capabilities of your computer and video card. As your station grows in size and complexity, an older graphics card may begin running slower. If so, you can then reconfigure to a more appropriate combination of screen resolution and image processing.
- Select **New Game** from the Main Menu to start a new game.
- In the next screen, name the new game and click **OK**.
- You will now see the Loading Screen, Opening Movie (enjoy! but if you wish to skip the movie, hit the space bar) and then the Game mode.
- Click on **Play Game** to play a new game, **Exit** to quit and **Credits** to see the names of the NASA and Vision Videogames staff who brought this great game to you.

PLAY TUTORIAL

The Tutorial will help you get to know the game, give you specific goals to complete, and describe methods to use later building your New Station.

After selecting Play Tutorial, just follow the directions to create, launch and manage your new astronaut. The Module and Component builders work very similarly to Astronaut builder. When you are done, click Exit to exit the game and start a new game.

BUILD NEW STATION

In New Station Mode, you have freedom to build the International Space Station any way you want, within of course, the connection rules governing the actual ISS. Note to NASA-aficionados: We have taken a few liberties in the power connections between US and Russian modules to allow more opportunities for design.



Select New Game
from the Main Menu



Select the gameplay
mode you wish to play

BASIC GAME PLAY 7

MISSION CONTROL

Mission Control is where your game begins. From Mission Control you can send new modules, send new components, recruit new astronauts, organize supply missions, check on your available flags as well as save or exit the game.



When you first arrive in Mission Control, click on the large screen in the front of the room. This will fly you directly to Station View to see your station in orbit. We'll come back to Mission Control in a bit, but for now, let's visit your new Zvezda Module.

STATION VIEW

Station View shows you the exterior of the station, and is what you see when going to the ISS from Mission Control. When in Station View, control the camera's tilt and pan by holding the left mouse button and moving the mouse. Zoom and slide the camera by holding the right button and moving the mouse. Highlight modules by rolling over them with the mouse. You can enter modules by clicking on them with the left mouse button. You will then enter Cutaway View.



When starting a new game, the first module you are given for your station is the Zvezda Russian Habitation Module. As you play the game, you will add modules to support new crewmembers and add functionality to the station. You can return to Mission Control by clicking the Back Button in the lower right corner of the screen. You can pause, save the game, turn on and off English subtitles or turn on and off Tool Tips by clicking on the Pause Button which is below the Back button.

BASIC GAME PLAY

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CUTAWAY VIEW

In Cutaway View, the walls cut away and the camera zooms into the interior of the module you selected in Station View. Highlight interior components by rolling over them with the mouse.



SELECTING OBJECTS AND PICKING TASKS

Manage your astronauts' activities by assigning tasks to keep them happy, healthy, and productive. If you do not assign them a task, they will choose one on their own. Just as in real life, senior astronauts will learn to select tasks appropriate to their needs and the station's needs. However, inexperienced astronauts will need much more guidance from you or they will make mistakes. This is why it is important to "Level up" your astronauts with appropriate experience. This becomes very critical with a large station. If you attempt to abuse your astronauts, they will soon become distressed and either refuse to obey orders or abandon ship. You will hear angry astronauts and the HUD will flash faster and faster warning you of an impending lose game state. So, take good care of them!

Keeping your station working and safe for your astronauts is accomplished by keeping it supplied, maintaining the atmosphere, and keeping all the components in good repair. When a component is selected, there is a bar in the lower right hand panel that corresponds to its state of repair; a darkened bar indicates it is not in use and a low red bar indicates it needs immediate attention. Components needing immediate repair will flash on the Imminent Event Bar in the upper left hand side of the screen. Click on the bar and you will zoom to that location. On the lower right panel, there is a set of tick marks that indicates the level of Astro Tech expertise an astronaut needs to be able to repair that component. If you attempt to have an astronaut repair something too high above their level, a warning lightning bolt task chip will appear, so watch out!

To see what tasks are available for an astronaut to perform on a selected component, left click the component. This will cause one or more "Task Chips" to fly from the component down to the lower right Heads Up Display (HUD). To assign one of those tasks to the currently selected astronaut, just click on it and it will then fly up into the "Task List" in the upper left corner.

To change astronauts, click on the left or right arrows in the black astronaut box in the lower left corner. In this way you can quickly step through your roster of astronauts and assign them tasks to complete as well as review their progress with existing tasks. Sometimes an astronaut may get blocked from a task and will then skip to another task, so keep a close eye on their activities!

Clicking on the astronaut in the panel will select the astronaut and take you to the astronaut's current location on the station. This is a very useful feature when you have built a very large station. Notice that the astronaut's name appears in the lower right panel.

You can also assign one astronaut to interact with another astronaut. To select an astronaut to act UPON, click on the astronaut image in the lower left corner. You will then fly to that astronaut and see their name appear in the lower right panel. Click on the left or right arrows in the Astronaut box and the astronaut in the box will change but the original astronaut's name will still be in the panel on the lower right. Move your cursor to the bottom right panel and click on the astronaut name to bring up three task chips to perform on that astronaut: Insult, Compliment and Talk. Click on

BASIC GAME PLAY 11

one of these to assign that task to the astronaut currently in the astronaut box. A compliment or insult from one astronaut can cause a second astronaut to "Puppy Love" or "Fight". The second astronaut will begin complimenting or insulting the first astronaut and forget their own needs. The first astronaut can also get caught in the loop. Break them up, or their health will degrade.

DELETING TASKS IN THE TASK PANEL

Astronauts can be given up to five tasks in a row to complete. Just roll over components, click once and then click on the desired task to send these tasks to the selected astronaut's task list in the upper left corner. Left clicking on one of the tasks in the upper left corner opens the Task Control panel. With the panel open, rolling over a task selects it and right clicking on a task deletes it from the queue. Left clicking on a task in the task list zooms the camera to wherever that task is located in the station and selects that component.

MANAGING YOUR CREW AND STATION

To keep your station in orbit and your astronauts in tip top condition, you must give your astronauts tasks that fulfill their needs as well as those of the station. The horizontal row of nine green, yellow or red lights near the bottom center panel displays your astronaut's stress, fitness, hunger, job, relationship, spirit, sleep, hygiene and bladder stats. To the left of these horizontal lights is a square icon of either a meter panel or the currently selected astronaut's most important need. Click on the square icon or any one of the lights to reveal the Stats Panel from the right. You will first see the astronaut stats panel. You can then click on the Next Page area at the bottom of the panel to change to station stats which include Atmosphere, Solar, Supplies/Orbit and Agency Flags stats panels.

The atmosphere, food and water supplies, and orbit are absolutely essential in keeping the station flying and habitable. CO2 levels need to be kept in green conditions using the Vozdukh and US CO2 scrubber components. Sometimes the CO2

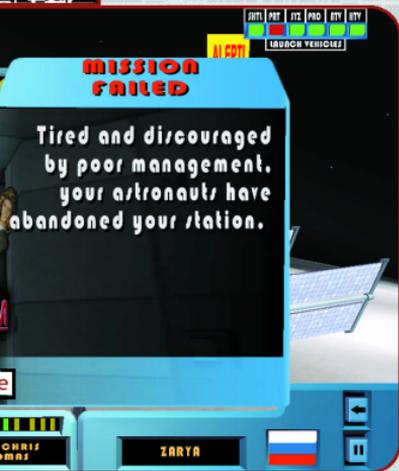


scrubbers need to be turned on and off to maintain optimum atmospheric conditions. O₂, Water, and Food can all be sent up to the station in supply missions, but buying an O₂ Generator and a Water Reclamation Unit lets you go longer between supply missions and increases your station efficiency. You can boost orbit and maintain Attitude using the TORU in Zvezda, but it uses up your fuel, so a better long term solution might be to purchase the Z1 truss module, which has control moment gyros (CMGs) that allow the station to remain stable in orbit without expending as much propellant. Make sure you keep the orbit from getting too low, or your astronauts may abandon ship before the station reenters the atmosphere in a fiery blaze.

Note: Advanced players will want to build a self sustaining biosphere aboard the ISS where no life support equipment is necessary. This is really the only way to live for extended periods away from the Earth. Hint: animals absorb and use Oxygen and expel Carbon Dioxide. Plants on the other hand absorb and use Carbon Dioxide and expel Oxygen.

Most of the tasks needed to keep the astronauts happy are pretty easy to figure out, but here are some additional hints for starters:

- Calling Capcom improves an astronaut's relationships stat, as does talking to other astronauts. Assign your astronauts to insult each other at your own peril!
- Assign your astronauts to exercise regularly to keep them fit and maintain proper CO₂ levels.
- Assigning the astronauts to operate the TORU or most of the entertainment components helps their job stat. Scientists love doing experiments!
- The Spirit stat is a measure of the astronaut's general happiness.



BASIC GAME PLAY

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LAUNCHING VEHICLES AND FLAGS

To purchase new modules and components, as well as to send supply missions and recruit astronauts, you must have an available launch vehicle and enough funding to complete your mission. Launch vehicles become available at regular intervals, some faster than others. Different missions require different launch vehicles, so make sure you pay attention to when vehicles become available. The launch vehicles' status is represented by the bar in the top right corner of the screen. The vehicle's status must be green to launch.



- SHTL - US Space Shuttle - modules and components
- PRT - Russian Proton Rocket - Russian modules
- SYZ - Russian Soyuz capsule - astronauts
- PRO - Russian Progress vehicle - resupply missions
- ATV - ESA Ariane rocket - larger resupply missions
- HTV - JAXA launch vehicle - components

Flags represent international public opinion, which you use to make all of your purchases in the game. Earn flags by performing successful experiments, keeping your astronauts happy, and keeping the station's components functioning properly. Each agency's opinion of how you're running the station is based on how their investments are being treated, or mistreated, so make sure you treat that cosmonaut onboard well, or you may not get any funds from RSA.

Click on the back arrow in the lower right corner to return to Station View and again to return to Mission Control.

MISSION CONTROL



Mission Control is the support center for your space station.
Click on a desk to:

- Receive your initial briefing
- Select and launch a new Module
- Select and launch a new Component
- Create and launch a new Astronaut
- Re-supply your station
- Review your Flags
- Save or Exit the game
- Fly to your station

MODULES AND COMPONENTS

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Once in the Module or Component builder rooms, you can select your modules or components either from the list on the upper right using the left and right arrows or directly from the images at the bottom of the screens. You can step back through the procedure at any time by clicking on the Back button. Capcom will guide you through the purchase process in Component Builder, which is very similar to the process in Module builder.

Roll over each of the desks in Mission Control with the mouse to see their functions, then click on the Module Builder desk to select and launch a new module.

MODULE BUILDER

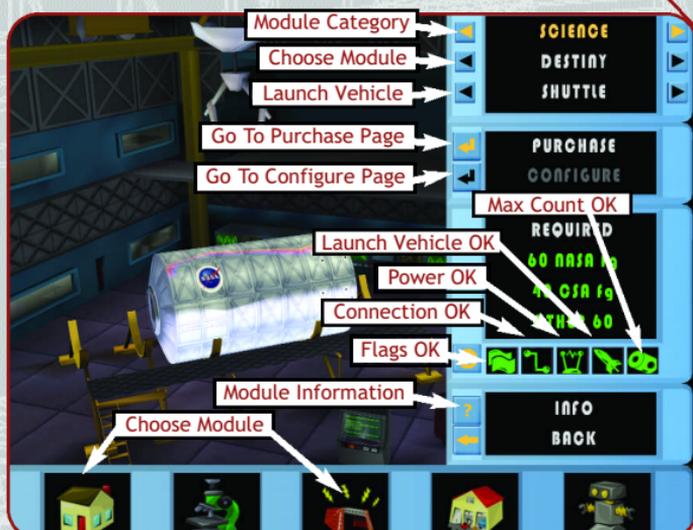
Habitation: These are the modules where your astronauts live, exercise, entertain themselves, eat, and sleep. You begin the game with a Russian Zvezda module. The US Hab module can be fully customized.

Science: These modules are where your discoveries in space happen. The science modules are necessary to purchase the various science facilities/experiments. Some facilities require a specific science module, so make sure to purchase the right combination.

Support: These modules house components as well as enable you to connect multiple modules to one point on the station. They allow you the freedom to build the station in many different configurations. We have also included our initial vision of the Orion (Crew Exploration Vehicle) module developed under contract with NASA!

Structural: The structural modules come together to form the large truss structure, which provides heat and power to the station. Building the complete solar array is a good way to accumulate flags. The S0 module must be attached to the US Science module first, so keep that in mind when starting to build your station.

Special: These modules have a variety of functions and capabilities, ranging from the Quest Airlock to the Z1 Truss to the Soyuz crew transportation vehicle.



There are five launch requirements that must be met to launch a vehicle: Flags, Connection, Power, Vehicle, and Max number of allowable modules. These are represented by green or red icons on the lower right panel. If one icon is red, you cannot launch your vehicle. Press the INFO button to hear Capcom describe launch conditions.

Select your module by choosing the module type, followed by the specific module you wish to purchase. US modules must be sent to the station using a Space Shuttle, while Russian modules require the use of the RSA Proton rocket. Once you have chosen your module, click the Purchase button, which takes you to the purchase screen. Allocate flags from the five agencies so that the safety rating is in the green condition.

Next, click the Configure button to select the location to place the module. You will now see an image of your station with green arrows attached. Click on the arrow at your desired locate point. Your new module will move to where you place it. Some modules have hatches on either end and can be reversed by clicking on the Configure button.

MODULES AND COMPONENTS

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Next, click on the Launch button.

Congratulations! You've now sent a new module to your station, and are on your way to building your own space creation. You will be taken directly to Station View to see your handiwork. If you've purchased two or more modules of the same type, the first module will be designated alpha (α); the second, beta (β); and the third, gamma (γ). This allows you to more easily tell your modules apart in component builder and in the astronaut task list. To return to Mission Control, just click on the return arrow in the bottom right of Station View.

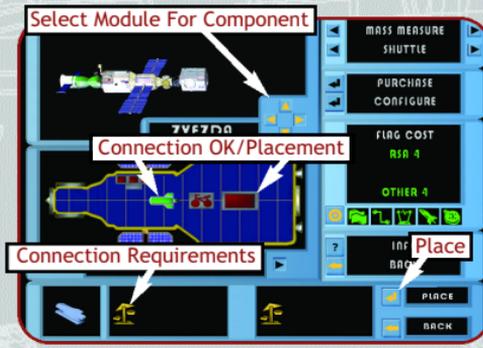
COMPONENT BUILDER

Component builder is where you purchase components to populate the modules in your station. There are several types of components:

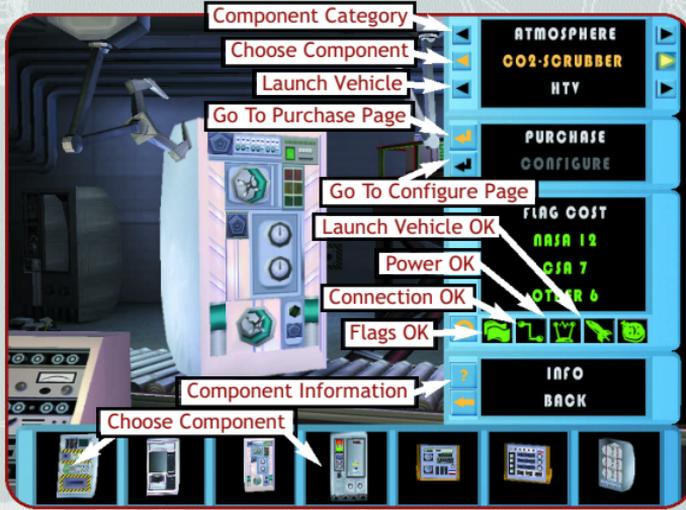
- Atmosphere
- Communications
- Food
- Health
- Water
- Entertainment
- Special functionality
- Storage
- Microgravity experiment facilities

Click on the INFO button to learn more about each one.

Components are purchased in a manner similar to modules. First, select the type of component, then select the particular component you would like to purchase. Then select the vehicle to use for launch. Next, allocate agency flags by left clicking on the agency flags in the purchase screen. Delete flags from an agency by right clicking on its flag. Press Configure to select a module and location for the component. You can select a module's empty rack and see in the lower right side of the HUD what services it provides (power, atmosphere, water, etc.).



Different racks in modules have different capabilities, so make sure you pick a location that best suits the component you are purchasing. Components can be sent to the station using the HTV or Space Shuttle,



which hold 2 or 3 components in their manifests. If you wish to purchase more than 1 component, after placing the component, select the Buy Next button rather than the Launch button. Select the Launch button when you have purchased and placed all the components you want to send.

ASTRONAUT BUILDER

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The Astronaut Builder allows you to create and recruit new astronauts to your station.

There are four types of astronauts. AstroTechs can repair equipment, while the remaining three, BioMedical, Materials science and (General/Observational) Science, are payload specialists. Only a BioMedical payload specialist can successfully perform high-level biomedical experiments, for instance.

The first page in Astronaut Builder allows you to choose your astronaut's physical characteristics. Click on Gender, Ethnicity, Body, Hair Style, Hair color, Shirt, Pants and Trim to step through all the visual options. Once you have built your astronaut as you



want them to look, click on the Next Page button.

The second page allows you to assign the astronaut's personality traits. You have 28 points to divide between Courage, Social, Personal Needs, Work Ethic, Constitution, Playfulness and

Leadership, so pick carefully when assigning their traits. There are no perfect characteristics. Astronauts with high constitution will need less attention, as their stats will decrement less quickly, but may cause discord on the station if their social stats are compromised as a result. When you have assigned your new astronaut their personality traits, click **Next Page** again to go on to the last page.

The last page is where you choose the astronaut's specialty, agency, name and voice. Choosing their agency allows you to gain more flags for a particular agency. Click **Recruit** to launch your astronaut to the station.

TRAINING

BIOMEDICAL **CLASS**
NASA **AGENCY**
NAME/VOICE

Materials
Science
BioMedical
AstroTech

DR. JOANNE LEARY

DR. JOANNE LEARY WAS BORN IN PHILADELPHIA PA IN 1961 AND ENJOYS PLAYING MUSIC AND RIDING HORSES. SHE WAS AWARDED A MEDICAL DEGREE FROM JOHNS HOPKINS MEDICAL SCHOOL IN 1985. SHE BECAME AN ASTRONAUT IN 1995 AND FLEW MULTIPLE MISSIONS ABOARD THE SPACE SHUTTLE. SHE HAS LOGGED OVER 500 HOURS IN SPACE AND WAS THE FIRST WOMAN TO PERFORM AN EVA.

← PREVIOUS **RECRUIT →**

GAME TIPS

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SpaceStationSim is about **creation** and **customization** of your unique station and crew, **cooperation** between all five agencies, and **care** of your astronauts.

Build as many different stations as you like . Each station you create is special for your astronauts. Place your habitation modules close together, shortening your astronauts' travel to eat, sleep, exercise, shower, and use the bathroom. Or, place your science modules close together to allow your astronauts to perform more experiments. Each design you create will cause the astronauts to work harder or easier, faster or slower and break-down more or less. You have dozens of life support and scientific components with which to **customize** each module. Everything is up to you. Keeping track of your components and experiments can get very complicated, so remember where you place it all!

You can also customize your astronauts' looks, behaviors, and specialties, making each of them unique and valuable. Try to create a crew of astronauts who can work together and keep their station in good shape.

Humans and animals generate CO₂ and absorb O₂. Plants generate O₂ and absorb CO₂. Use your O₂ Generators, CO₂ Scrubbers, Dehumidifiers and Contaminant Removal systems to maintain a healthy environment for your astronauts. Check your stats pages often!

Assign your astronauts to interact with each other! Once you can see your target astronaut in the module, click on their face in the lower left box to bring up the "Take a Break" task. Then click the forward or back arrows to step to your acting astronaut. Finally, click on the Insult, Compliment or Talk tasks on the right.

Design your astronauts to interact with each other! In Astrobuilder, you can give each astronaut a psychological profile. A high Courage level protects your astronaut under stressful conditions. A high Social level will cause them to interact with others more often. A high Personal Needs level will cause them to take better care of themselves, at the expense of work. A high work ethic will cause them to choose repair tasks more

often. A high Constitution level will protect them from space sickness. A high playfulness level will cause them to play more games. High leadership will cause them to assist other astronauts when in a module together. Low levels of any of these will have corresponding negative effects as well!

New astronauts are sent up using the Soyuz vehicle. Since the Soyuz can only hold three crew and we never know when a Tourist may show up, you will need two **Soyuz** vehicles (or an **X-38**) docked on your station in order to evacuate more than two astronauts. You can launch up to four astronauts, if you have enough escape vehicles. You can get a bonus astronaut by running nine levels of the same experiment, and another bonus astronaut by running nine different types of experiments.

Cooperation is important. No one space agency has all the answers, capability, or resources. In order to make additions to your station and win the game, you must accumulate goodwill for each one. Goodwill is represented by flags for each agency. Launching a module from an agency raises goodwill in that agency's country or countries. Launching an astronaut produces even more goodwill. However, this is not enough. You can also direct your astronauts to perform scientific experiments to accumulate flags for the sponsoring agencies. Strategic planning is very important. You will need to launch the right combination of modules, components, astronauts, scientific facilities, and experiments. The experiments that will gain flags for one agency must often be loaded into the module of another agency. You should view the game not as a competition between the agencies but as a single goal to help them work together to achieve.

Caring for your astronauts and your station is the biggest challenge in SpaceStationSim. Keeping people alive in space is extremely difficult, and small problems on earth become huge problems in space. Therefore, you must be vigilant to the needs of your astronauts and the upkeep of the station. In some sim games it is possible to torment and kill the characters in the game. Not in SpaceStationSim: care for your astronauts or they will abandon ship and you will lose. In SpaceStationSim, you are the Chief Administrator of NASA, working with four other agencies to keep a crew of astronaut's alive and happy, working in the hazards of space. Good luck!

CREDITS AND SPECIAL THANKS

23

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Print design - Noel Mueller, Ted Staley

This game was developed in collaboration with NASA through a Space Act Agreement

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Kathy Laurinil	SS Mission Mgmt
Mike Baker	Astronaut
Sergei Pouzanov	NASA, Russia

For more information about the International Space Station and great career opportunities at NASA, go to www.nasa.gov

We would like to extend a special thanks to:

Japan Aerospace Exploration Agency (JAXA)

Our friend Tom Cochrane and Raytheon

Tom Wright and Dianne Doccolo who made us feel at home

I would like to make a special thanks to my wife and kids and the spouses and children of our staff, for their incredible patience through this monumental endeavor... Bill

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ICON GLOSSARY

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Astronauts and Facilities

AstroTech



General Science



BioMedical Science



Materials Science



Modules

Structure



Science



Support



Habitation



Special Module



Components

Atmosphere



Communications



Health



Food



Water



Special Component



Science



Components / Module Requirements

Atmosphere



Food Storage



Water



Solar



Science



Communications



TORU



Treadmill



Mass Measure



Exercise Bike



Station View Information

Alert Message



Solar



Supplies



Atmosphere



Station Statistics

Check Levels



Solar



Supplies Stats



Astronaut Stats



Orbit Stats



Atmosphere Stats



Supply Warnings

No Water



No Food



No ORUs

(Orbital Replacement Units)



No Fuel



Broken Component Warnings

Broken Toilet



Broken Mass Measure



Broken TORU



Broken Communications



Broken TORU (Boost)



Broken Food Storage



Broken DVD Player



Broken Medical Facility



Broken Video Game



Broken Shower



Broken Audio Entertainment



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GLOSSARY

Astronaut Task Assignments

Turn On



Bathe



Turn Off



Use Toilet



Eat



Exercise



Call Capcom



Sleep



Repair



Weigh (Mass Measure)



Boost Orbit (TORU)



Space Walk



Practice Docking (TORU)



Talk / Hear Joke



Run Experiment



Compliment



Insult



Take Break



Puppy Love



Play Music



Fight



Play Game



Read Book



Play Movie



Play MIDI



Astronaut Task Warnings

Urgent



Job Unhappiness



Stress



Sickness



Astronaut Task Warnings (cont.)

Bladder



Spirit



Hygiene



Relationships



Hunger



Repair Dangerous



SPACESTATIONSIM™ V2.0

“Not many of us get to build a **space station**, which is a shame really, since it's actually a lot of **fun**.”

"At least it is when you strip humanity's most complex and expensive engineering project down to a series of problems like "**Do we need a microwave in the Destiny module?**" and "How can I maximize the number of hamster experiments on the centrifuge?" as is done in Vision Videogames' SpaceStationSim...

... **this is one of the best** contemporary space program-themed computer **games** for kids **I have ever seen**. It's complicated enough to keep them interested, it has a youthful personality, the decisions that are required reward **creativity**, and, most importantly, it's **fun**."

- The Space Review



“... From the cramped Zvezda with its oxygen candles to JAXA's Japanese Experiment Module, complete with Exposed Facility and Experiment Logistics Module, you definitely feel like you are building the International Space Station with the same Lego-blocks that the big kids use. **The level of detail is impressive...**” - The Space Review



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