Buzz Aldrin's Space Program Manager Usb Download

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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 betwee 5d3b920ae0

Title: Buzz Aldrin's Space Program Manager
Genre: Simulation, Strategy
Developer:
Polar Motion
Publisher:
Slitherine Ltd.
Release Date: 31 Oct, 2014

English,French,German,Italian

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Space Program Manager Contest Winner Announced! : Celebrating the highly successful launch of Buzz Aldrins 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 could 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.. Space Program Manager Launch Contest Announced! : Next week is the release of the highly anticipated Buzz Aldrins Space Program Manager. In order to celebrate the launch of Buzz Aldrins Space Program Manager, we have teamed up with the Kennedy Space Center in Florida to organize a contest with awesome prizes! The contest will be open to anyone who owns a copy of the game and the main prize will be a trip to the Kennedy Space Center itself! The trip to the Kennedy Space Center will include your flight, two nights in a hotel and a full VIP treatment at the Space Center and you will be invited for lunch with an astronaut! And that is not all. We are also giving away three subscriptions to All About Space Magazine (1 Year), five One Small Step 40th Anniversary books signed by Buzz Aldrin himself! Among the contestants, we are also giving away ten of Buzzs favorite Get your ass to Mars T-shirts and last but not least there is a chance to win one of the 500(!) $10 gift cards for the Slitherine Store. How to enter Entering this competition could not be easier. When you buy Space Program Manager, all you have to do is launch the game and click the trophy icon in the menu. Next you just follow the onscreen instructions and you will have a chance to win one of the great prizes! Click here [www.slitherine.com] to find out more about the contest.. Space Program Manager 1.6.0 Version available! : Space Program Manager has been updated to version 1.6.0! This update brings many improvements (now in PBEM mode participants can continue playing the match, even after one of them has successfully performed a manned lunar landing), important bug fixes and the support for the Italian and Spanish languages! Please take notes that actually this update is available only for PC, but the iOS version will follow very soon! Stay tuned for further information! UPDATE: The iOS patch is live! Check the entire changelog below: v 1.6.0 * Added support for the Italian and Spanish languages. * Fixed an edge case related to the number of employees available after a multi-season mission. This was reported as part of this thread. * Various minor fixes to the English text files. * Made the background music loop in all animation scripts. This issue was reported here, after the introduction of the Tiger Teams game mechanic. * iOS only: The main soundtrack list now gets properly reset when finishing an existing game and starting a new one. * Fixed a bug in PBEM mode: the music soundtrack playlist wasnt being properly initialized when resuming an existing challenge. * Interactive tutorial: fixed the workflow in 1956.Q4 in order to prevent a situation where the player can finish the turn without having assembled the X-15 mission. * Interactive tutorial: added code to prevent the last message from the previous turn from showing up again at the beginning of the following one in certain scenarios. * Fixed scenario where the game would become unresponsive if the player opened a new rocket program from the mission configuration screen. * Fixed incorrect skill icons for Mission Control and Astronauts/Cosmonauts employees. * Added support for American English. This is a contribution from a member of the community. * Fixed a rare bug in the X-15 missions. This was reported here. * Fixed a rare bug in the tutorial mode, where a random event would occur that would break the flow of the tutorial and wont allow the player to continue. This was reported here. * Fixed a rare bug reported by a Steam user: loaded save games that started as in-game tutorials will now properly check that a scheduled mission has been assembled before proceeding to the next season. * Added support in PBEM mode so that participants can continue playing the match, even after one of them has successfully performed a manned lunar landing.. Space Program Manager Anniversary Weeklong Discount! : A year has passed since the ultimate game of space exploration has been released, and the developers have never stopped improving it, always adding more material and supporting the community in many ways.. Space Program Manager Version 1.6.5 is live! : Hi all, Space Program Manager has been updated to version 1.6.5! Changelog: * Various fixes in the Spanish language localization. * Added missing scripts for the Spanish and American English languages. * Fixed a Steam achievement glitch, as reported on the following user review.. 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.

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