



The Software Toolworks Presents,

SPACE SHUTTLE

Space Shuttle is an interactive experience from The Software Toolworks that places the player in the cockpit of some of the most exciting space travel experiments of all-time. The game is a fascinating blend of full-motion video, pictures and slides, and an animated space game.

The best place to start in **Space Shuttle** is probably to access the section of the game's main menu called "Orientation," where you will receive a brief explanation through narration of various facets of the space program when you choose "Program History." As slides are presented on a view screen, the narrator gives a synopsis of the history of the space program.

After this, the selection called "Characteristics" can be chosen. This details specifics of different space craft, such as their weight, height, and other physical features. The "Mission Control" option can be selected now. The Mission Control program contains full-motion video of the control center of the space program.

"The Vehicles" selection presents full-motion video of famous space crafts, such as the Enterprise, Discovery, and the ill-fated Challenger. If you take the "Shuttle Tour," you are presented with sketches and maps of the space shuttles. By moving the arrow on the screen with your controller, you can click on an area, and another narration explains that portion. Through this section, you can learn about the living areas and crew compartments of the space shuttle.

In "Training" there are some very good pictures, and the menu consists of an overview, featuring more



Mission Control (top) provides an overview of past space shuttle missions. You can experience a mission and even view the inside of a shuttle cockpit (bottom).



Space Shuttle provides in-depth information (top), actual shuttle photographs (middle), and even a space game (bottom).

narrations and slides, a flight profile, and even a rundown of the gear the astronauts need, such as clothing and launch entry suits.

“Living in Space” is one of the categories under “Training,” which details how the astronauts obtain such simple things as air and water, and how they eat and sleep. “Working in Space” is a similar option, only here you learn more about their duties and everyday chores, again through narrations and slides.

“Mission Launch” comes after “Training.” Through full-motion video, you can actually view the highlights of a particular mission in this section. You can hear the greetings from the President, watch the launch and the landing, and learn about perhaps some problems the crew might have encountered while orbiting in space. While you watch a cockpit view of the launch at the top of your screen, the bottom of the screen displays the date and time of the actual launch, accompanied by film of the launch and authentic sound.

Next comes the “Space Game.” This is not meant to be very difficult, but just a little bit of fun. You are the pilot of a satellite specifically designed to shoot at and blow up space trash, such as old batteries, obsolete satellites, and asteroids. You must, however, manage to destroy the debris before it hits your ship. Otherwise, your shields degrade until your satellite is destroyed.

If you are interested in space terminology and explanations of vocabulary, the “Terms” choice in your menu gives an explicit glossary defining some of the terms commonly used in everyday space travel jargon.

Anyone interested in space travel or the trials and tribulations of NASA will enjoy this program. It is very well organized, easy to use, and the slides as well as the full-motion video are impressive. At \$49.95, this program is a must for any space shuttle and travel enthusiast.