

sci.space.history: Re: Michael Okuda's subtitle comments referring to Columbia on ST3 DVD

## Re: Michael Okuda's subtitle comments referring to Columbia on ST3 DVD

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On 2004-06-27, OM

<om@our\_blessed\_lady\_mary\_of\_the\_holy\_NASA\_research\_facility.org> wrote:

>

> ...When "Project Space Station" was finally released for the PC  
> platform, after it had been a fairly good "thinking man's arcade" hit  
> on the C64 and to some extent the Apple ][, it occurred about five  
> months after Challenger. In the game, both shuttles were named  
> Columbia and Challenger, but Challenger replaced Discovery for the PC  
> release.

Weren't there four shuttles in that, or am I getting the wrong game again?

[digs a bit]

Oooh, I remember that one now. Bugger to play without beating a machine into slowishness first, though, if memory serves.

<http://www.the-underdogs.org/game.php?id=846>

The one I was thinking of is the more recent:

<http://www.the-underdogs.org/game.php?id=1779>

Thoroughly unrealistic in everything except its inability to let you turn a profit, if memory serves, but fun anyhow <g>

(I keep feeling I'm missing a trick with this game, but I just can't figure out what it is...)

One more random old space station game:

<http://www.the-underdogs.org/game.php?name=Earth+Orbit+Stations>

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-Andrew Gray  
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