

Buzz Aldrin's Space Program Manager  
Read me File – 23 October 2014

Version 1.00

**Welcome.**

Thank you for playing Buzz Aldrin's Space Program Manager™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Slitherine web site at <http://www.slitherine.com/forum/viewforum.php?f=226>.

Below you will find the latest and greatest information on Buzz Aldrin's Space Program Manager™. Information in this document supersedes that in the official game manual.

**Early Access Program**

By buying the early access version you are now part of the early access program. This gives you access to the development builds and allows you to guide the future development of the game with your feedback. It is not yet a complete game and there are going to be many bugs, missing features and balance issues. With your help and the development teams hard work we will work to make this the best game of its type. Please post all your feedback and suggestions to the forums where the team will be listening and responding to feedback.

**Troubleshooting:**

Ensure that your system meets the minimum system requirements. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please let us know via the games forum at <http://www.slitherine.com/forum/viewforum.php?f=226>. Please provide as much detail on your issue as you can.

**To obtain optimum game performance, close all other applications before beginning a game.**

**Change History:**

**V1.00 – October 23, 2014**

- **Initial Release**