Challenge your visitors to begin a daring journey of exploration.

Stepping inside the Lunar Landing Simulator, your visitors see the same controls the first lunar explorers used in their historic missions. There are no seats, just as with the actual Lunar Module (LM). Standing at their stations, your astronaut trainees view the dusty lunar surface through their slanted triangular windows.

Using a throttle and a joystick your trainees now control the delicate craft. Only seconds of fuel remain as they guide their fragile lander to the fast-approaching lunar surface. Instrument displays and audio feedback from their computer “co-pilot” help them in their descent. Skill and wit are put to the test as they undergo what only a few have experienced - a journey to another world.

**innovative features add value**

- Two stations allow two visitors to independently operate the simulator.
- Accurately reproduces the dimensions of the forward cabin of the Apollo Lunar Module, referencing hundreds of Grumman LM engineering drawings.
- Welded steel frame structure dismantles to fit through a 36” wide doorway.
- Large monitors fill the window views, and instrument panel monitors integrate with the panel graphics for outstanding realism.
- Illuminated panels just as in the actual Lunar Module.

The Lunar Landing Simulator by Historic Space Systems installed at the Joliet Area Historical Museum in Joliet, IL. Features include accurately modeled window frames, glare shields, molded fiberglass ceiling, Alignment Optical Telescope and guard, storage compartments, consoles, and a hatch representation.

Your astronaut trainees control the descent using the joystick and throttle. Control panel graphics authentically duplicate the controls and displays of the actual Apollo 17 Lunar Module.
The Lunar Landing Simulator integrates software by Historic Space Systems into the control panel displays and the large window displays for amazing realism.

The program begins with a brief description of the events leading up to the descent, giving context to the experience. From 3,500 feet above the lunar surface, the computer guides the descent from orbit as the Lunar Module races across the dusty landscape. The voice of an astronaut instructor briefs the user on upcoming events, and prepares the user for taking over manually.

The user controls the difficulty of the simulation by taking action with the joystick or throttle. If the user takes no action, the Lunar Module will land automatically (just as the real Lunar Module). From 500 feet altitude the user can fully control the descent, seeking a smooth flat area. Afterwards the results of the landing are displayed. The complete experience lasts 3 to 4 minutes.

The Lunar Landing Simulator is complete and ready to “fly.” Included with the cockpit enclosure are the software, two independent sets of controls, monitors and computers. The panel lamps are rated for thousands of hours, giving you years of low maintenance operation.

During the simulation your astronaut trainees get instrument readouts and a view of the approaching lunar surface.

The Lunar Module Pilot’s panel is modified to include the gauges needed for an independent landing.

Historic Space Systems specializes in realistic historically accurate reproductions of US manned spacecraft.

Our designs reference actual spacecraft engineering drawings and other original sources in our extensive archive.

We also have a collection of spacecraft artifacts available for rental to museums and schools.

Visit our web site for more information on our exhibits and to learn more about US manned spacecraft.

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The Lunar Landing Simulator installed dimensions. The exhibit divides into four parts, each fitting through a 36” wide doorway. (Please note: All specifications are subject to change.)