

CONFIDENTIAL DOCUMENT

SPACE PORT RESORT

Science and Flight Industries, Inc.

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SPACE PORT RESORT



Developed by Science and Flight Industries, Inc.

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Welcome



Welcome to the Space Port Resort

The Space Port Resort

The Space Port Resort will be located on more than 1,000 acres of land in the Suzhou Tai'hu National Tourism Park. This location overlooks Tai'hu, which is the largest lake in China and has been graded A1 by the Suzhou department of environment. The city of Suzhou has the largest Industrial Park in China which is a joint venture between China Central Government and Singapore Government.

The Space Port Resort is to open the door for the youth of the world along with offering the Resort lifestyle for adults on vacation in China we offer the ability to participate in extreme activities along with enlightening professional environments in high technology fields. On our extreme theme for there is space camp which includes a high altitude ride in the World Win rocket Jet or if you like racing we offer the rocket races where you can enjoy the 21st century NASCAR of Air racing and if that excites you we offer a ride in actual air racing circuit with our Dragon Fire Racers together with the rich culture of China in the world of technology.

The desire of a higher standard of extreme entertainment and will be fueled from both children and parents being able to take part in a fun and bring back excitement to high technology field fueling the dreams and desires of youth that they too can become career participants in the field of science and space.

Have you ever wondered what training is required to become an astronaut? At The Space Port Resort you will train like a real astronaut, you will fly on a realistic simulated space mission, even experience weightlessness on your real ride to the edge of the Atmosphere - a fun, cool way to spend 1-5 days depending on the vacation plan.

Whether you're 1 or 100 years old we've got great fun, exhibits and family adventure. Interactive exhibits for all ages. With education, you can be a part of the world of science and technology.

At the Space Port Resort we have developed the environment requiring intellectual challenges that go far beyond the traditional educational setting. Recognizing this need, the Space Port Resort has created special programs just for children and teens that keep them coming back, ages 6-18. This program enhances the traditional SPACE CAMP curricula with additional mission and simulator experiences. This environment helps with social skills and working in a team environment and drawing out the skills of the individual.

Project Team



Project Team

Project Founders

The Space Port Resort is a project of Science and Flight Industries, Inc., a division of Earth Energy Industries Corporation. The founders of the project are:

Howard A. Foote

President and Founder, Science and Flight Industries, Inc.

Mr. Howard A. Foote is the Founder and Chairman of Science and Flight Industries, Inc. Mr. Foote began flying gliders and power airplanes when he was fifteen years old. He is also an accomplished helicopter pilot. Mr. Foote holds four high altitude records by flying a glider over 40,000 feet. For his accomplishment, he received the Symons Wave Memorial Award - 1 of 22 people ever to have received this award in recognition of unassisted flight at over 40,000 feet. The four records set by Howard A. Foote remain standing today. In 1994, Mr. Foote enlisted in The United States Marine Corp., and served as a jet mechanic and plane captain for A-6E Intruders. Mr. Foote is qualified as a pilot in 25 different types of aircraft, including Russian military fighter aircraft and RAF military aircraft as well.

From 1989 to 1992, Mr. Foote was privately educated by the world leading Aeronautical Engineering Professor, Svenn Ridder of the Swedish Institute of Technology. It was here where Mr. Foote worked on an advanced flying wing design in Swedish wind-tunnel facilities, to successfully design an advanced flying wing configuration vehicle; the vehicle used Wireless Power Transmissions to power the aircraft instead of conventional fuel. This unique aircraft design configuration is considered state-of-the-art, even after 12 years since test completion.

Mr. Foote is the first to successfully demonstrate the use of wireless technology to power an air vehicle. A wireless beam was directed from a remote transmitter to the prototype air vehicle, successfully powering the motor, which in-turn operated the propeller. These advanced technology programs consist of the advanced aircraft design, and also the complex systems architecture utilized by the aircraft. Through Mr. Foote's efforts, \$2 million in funding was generated to complete the design of the system.

It was at this time that Mr. Foote took his initial system design to the Jet Propulsion Laboratory of NASA, (JPL). There, he handpicked his design team and then contracted with the JPL Technical Division of NASA where project management was established and directed by Mr. Foote. The work was performed and executed with staggering success, resulting in the creation of a functional wireless powered aircraft; to be used as a communications or surveillance platform. Aside from the business aspects, to insure commercial viability for the corporation, Mr. Foote paid close attention to scalability in order to define the mass to orbit issues.

Today there are many terrestrial applications for this technology. Mr. Foote has been contracting with JPL-NASA since 1991. From 1992 to 1996 Mr. Foote developed an orbital power station utilizing these technology developments. The orbital power station is the ultimate offshore oil rig. It does not deplete the Earth's resources, and has no residual negative impacts on the environment. In 1998 the new Magnesium metal process for the space based power generators, received validation and better than excellent test reports from many different independent labs and government agencies which brought economic viability to the technologies.

This wireless technology combined with lightweight metal materials paves the way to the development of power aerospace vehicles and space-based power stations, and for the manufacturing and distribution of many other important advanced technology products. Developing and proving these technologies has established Mr. Foote to become one of the most progressive aeronautical engineers today.

Elliott Winfield

International Business Development, Science and Flight Industries, Inc.

Mr. Winfield began his career in 1970 earning a Bachelor of Science Degree in Industrial Design, applying his artistic talents as a filmmaker and multi-media design specialist. As an independent designer, he consulted with companies and institutions for graphic branding, technology integration, business management systems, media, and marketing. Mr. Winfield began his international career

In 1979, Mr. Winfield initiated a consultancy for international finance, corporate structuring and mergers, and large scale business development projects spending his time in Europe and other countries around the world.

For over 30 years, Mr. Winfield has been integrating environmentally friendly materials and advanced alternative technologies into humanitarian oriented business projects.

As an entrepreneur, he has owned several companies including an art gallery, publishing company, human resource company, and successful automobile brokerage. He has established national distribution networks for alternative vehicles, organized strategic partnerships, and arranged purchase orders and financing, and works in a principal capacity with clean power technology for the generation of large amounts of electricity and water.

Mr. Winfield has worked with corporate industry and governments, applying his diverse professional history as an artist, designer, entrepreneur, and international business development specialist to large scale projects with superseding technologies that offer real global solutions to make our future healthier and to sustain our environment.

Project Design Team

Peter N. Alexander

President, Totally Fun Company

Mr. Alexander's combination of aerospace engineering and Disney theme park design skills, have made him one of the leading innovators in the theme park business.

After serving in Systems Engineering at Hughes Aircraft Mr. Alexander was selected to be Director of Project Management for Walt Disney's EPCOT and Tokyo Disneyland projects, and developed Disney's first 10 Year Master Plan.

As Vice President and Executive Producer for Universal Studios he assisted in master planning Universal Studios Florida and created the breakthrough attractions Conan, King Kong, Back to the Future: The Ride, E.T. Adventure, Jaws, Hanna Barbera Alfred Hitchcock, Murder She Wrote, and others.

He started the Totally Fun Company in 1991, and began by creating the Nickelodeon TV Shows "Go For It", and "Cuts." As Executive Producer of Six Flags, his credits include The Batman Stunt Show, Lethal Weapon Stunt Show, Police Academy, Dennis The Menace Screen Test and Warner Rock Music Revue. Additionally, he produced the NBA's 50th Anniversary Arena Show, Police School, King Solomon's Mines and Directed the film "The Profit."

Film Credits: Courage Productions (2000-2001), The Profit-Writer & Director; Television Credits: Nickelodeon Network (1991) Creator, and Co-Producer "Guts" "Go for It".

Theme Park Attractions: Universal Studios (1982?1991), Alfred Hitchcock Theatre 3-D "Birds" & "Psycho" Films-- Creator, Writer & Executive Producer, Back to the Future, the Ride (Omnimax Film & Ride)-Creator, Writer & Executive Producer, (Patent rights) The Funtastic World of Hanna Barbera (Simulator Film & Ride)--Creator & Executive Producer, Earthquake (Film & Ride)-- Creator and Executive Producer, King Kong Kongfrontation - Co-creator and Executive Producer, 2010, Spacewalk - Creator and Executive Producer, A-Team Live Action Show - Creator and Producer, E.T. the Ride - Creator and Executive Producer, Conan--Co-creator & Producer, Murder She Wrote Theatre (Film & Show) Writer & Executive Producer; 4) Live Shows: Six Flags Theme Parks(1991?1999)Creator, Writer & Executive Producer, The Robin Hood Stunt Spectacular, The Batman Live Stunt Show, The Dennis the Menace Screen Test Theatre, Police Academy Goes to the Beach, The Warner Music Rock Revue, The Batman Forever Stunt Spectacular, The Bat, the Cat and the Penguin Show, The Lethal Weapon Stunt Spectacular, Butch Cassidy & The Sundance Kid, Walibi Theme Park Chain(1995-1997) Creator, Writer & Exec. Producer, King Solomons Mines Movie Stunt Spectacular, Le Tresor du Pharaon, NBA 's 50th Anniversary (1996-1997) Creator & Exec. Producer, NBA All Star Weekend (1997) Creator & Exec. Producer, Mirabilandia Theme Park (1997) Creator, Writer & Exec. Producer, " Police School Stunt Spectacular" .

Design & Construction Credits: Treasure Island Casino, Redwing, MN (1995-1996) Designer & Builder, Cybernet Adventure Internet/Virtual Reality Center, Schaumburg, IL (1996), Designer & Builder, Startime Cinema Entertainment Center, Roswell, GA (1996).

References: Steven Spielberg, Amblin Entertainment; Bob Pittman, Chief Operating Officer, AOL-Time Warner.

Patricia Greenway **Executive Art Director**

Patricia Greenway graduated in Fine Arts from Old Dominion University, after attending Virginia Commonwealth and the Universite de Nice, France. She spent her early career as a portrait artist and art instructor.

She combines artistic ability with real world practical knowledge: thirteen years of real estate sales and real development of retail, office and residential projects in Maryland, Virginia and Florida.

Her credits include art direction and design of the Boca Raton Grande Condominiums, numerous luxury home designs in Palm Beach, Florida, Spirit of America Theme Park and the Dreamwest Theme Park, as well as the New Generation Family Entertainment Center and FEW Entertainment Centers in Saudi Arabia. She has designed the exteriors and interiors of the New Fjord Resort, Kotor Palace Spa Hotel, and Blue Laguna Beach Club Condominiums and Waterpark. She also created aerial renderings for the master plan design for Vega City, in Serbia.

Thomas J. Reidenbach, AIA
Vice President, Architecture

Introduction

Thomas J. Reidenbach will serve as Architectural Designer and Project Manager for the project, supervising the preparation of plans and the architectural elements of construction. His career as an award-winning architect and designer of resort and entertainment venues spans three decades.

He has been a key figure in the development and design of the King Kong attraction for Universal Studios theme parks in California and Florida, as well as the highly acclaimed Jaws attraction. Others among the roster of his architectural and design clients are Silver Dollar City, Rosie O'Grady's Good Time Emporium, the Michael Jackson Victory Tour, the Mirage Hotel and Casino, Shanghai Number One Department Store.

His design efforts can be seen in numerous attractions and resort projects throughout the world including Japan, China, Russia, Malaysia, Taiwan and Singapore.

Education: Auburn University, Industrial Design, University of Southern California, Architecture & Cinema, Art Center School, Pasadena, CA, Environmental Design

Professional Experience: Themed Future Concepts, Tampa, Florida, Powers Design, Inc. - Ponte Vedra Beach, Florida, TRA Caribbean, President - Orlando, Florida/St. Thomas USVI, President, Show Quest Studios - Orlando, Florida, Executive Vice President Design- Morris Architects - Orlando, Florida/Los Angeles, California, Senior VP/Design, TRA Architects - Ponte Vedra, Florida/Los Angeles, California/Tokyo, Japan, Walt Disney Design, WED/WDI - Orlando, Florida/Los Angeles, California

Lead Architect & Art Director

Professional Affiliations: American Institute of Architects, American Film Institute
International Association of Amusement Parks & Attractions

Key Projects: Georgia's Life in the Wild - Brunswick, GA, Lead Architect, Planning, Show and Themed Architecture, Client: Wildlife Realty Associates, LP; Carifest - Caribbean Cultural Themepark & Ent. Cntr, ST, Thomas, USVI (TRA Caribbean), Lead Architect, Planning, Show and Themed Architecture; Client: Carifest Inc., ST, Thomas, USVI; Jaws Attraction & Amityville Retail - Universal Studios, FL (TRA Caribbean); Lead Architect, Show Design, Production Drawings, Construction Supervision; Client: MCA Recreations, Universal Studios, California; Sail Island - Jeddah, Saudi Arabia, Lead Designer (of five) for water-oriented entertainment Center, Design Competition Awarded 1st Place, Client: Fakieh Industries; Riviera Hotel & Casino - Las Vegas, Nevada (TRA Caribbean), Lead Architect for Indoor Theme Park & Entertainment Center, Client: Riviera Resort Inc., Mishulem Piklis; Blue Ocean Development - Beijing, China (TRA/Show Quest), Lead Architect for 2.5 Million SF Indoor Theme Park, Entertainment & Shopping Center, Client: Blue Ocean Development Co., Beijing/Shanghai

Walt Disney Company Projects: California/Florida; Lead Designer and/or Team Member for projects at; Walt Disney World, Epcot, Disney MGM, Tokyo Disney; Main Street USA, Tom Sawyer's Island; Frontier Land; Pirates of the Caribbean; The Walt Disney Story; Haunted Mansion; Universal Studios - California/Florida; Lead Designer and/or Team Member for Project and Attraction Development; Conan, Sword & Sorcery; King Kong Attraction, CA&FL; 2010 Special EFX Stage; E.T. Concept Design; Woody's Play Area, Concept Planning; Men in Black, Area Concept Plan; Iwaki Golf Resort - Iwaki, Japan.

Awards: Entertainment Design Award: King Kong - Universal Studios, California; Entertainment Design Award: Jaws Attraction - Universal Studios, Florida; U.S. Plywood Association Design Award; Lake Buena Vista Golf Resort Walt Disney World - Orlando, Florida; Sibley Lindsey Kerr Design Award; Art Scholarship; Sail Island Saudi Arabia
1st Place Design Competition

Daniel Flannery

Scenographer and Live Show Designer

Daniel Flannery will serve as Scenographer and designer/producer of the live show attractions. In this capacity he will design the lighting and associated scenic elements of the project, then supervise their production and installation.

Daniel Flannery studied and trained and worked in New York as a Scenographer, Scenic, Lighting and Costume Designer at Lester Polakov's Studio & Forum of Stage Design.

He practiced as a Designer on Broadway, in opera & ballet for over a decade. He attended Columbia University for Film. Flannery also studied with Herbert Berghoff at HB Studio, in New York for directing and acting. He has produced, conceived, directed, written and designed some of the most memorable entertainment ever.

Overview of Selected Projects:

Adventure Slots: Adventure Slots successfully combines gaming and entertainment into a distinct fresh guest experience. They are integrated within a shared environment for the first time in the industry. At Hollywood Casinos, the guests are immersed in a theatrical experience reminiscent of adventure films while playing highly themed slots. Revenues were higher than the most optimistic projections.

Cosmic Symphony: Cosmic Symphony is the second recent world premiere of a Daniel Flannery's Production. Presented nightly as the main attraction in Tokyo Dome's Geopolis theme park, this production presents live actors interacting with an incredible expanding chrome sphere and an inspiring magic illusion within a glass pyramid: all choreographed to an original musical score, recorded live with a studio symphony and choir.

Fantastic Odyssey: Fantastic Odyssey was conceived, designed and directed by Daniel Flannery for the Lotte Pavilion at the Taejon Korean Expo 1993. This show was recognized as one of the three most popular attractions by the Korean press. Fantastic Odyssey is now being presented at Lotte World Theme Park in Seoul, where it continues to operate daily for an indefinite run.

Water Fantarium: Water Fantarium was also conceived, designed and directed by Daniel Flannery. This production was voted the "Most Popular Attraction" at the 1990 Osaka World Expo in Japan. Produced for the Darinkai Pavilion, Water Fantarium featured an animatronic conductor directing an orchestra composed of custom water effects. An original musical score is visualized through kinetic scenery, automated lighting, water effects and the first indoor use of fire on stage in Japan.

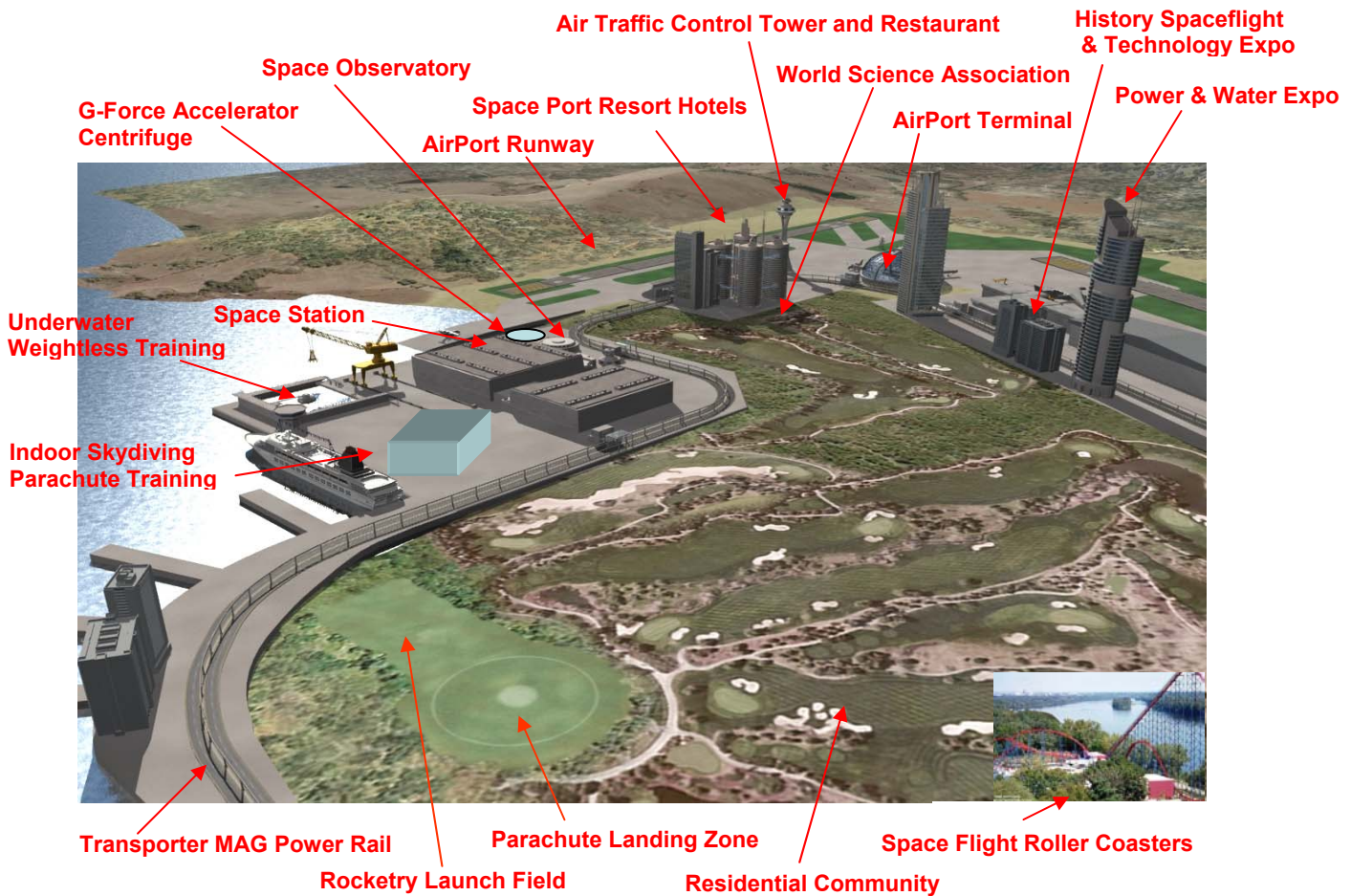
Space Port Resort Layout



Space Port Resort Facility Layout

The Space Port Resort is scheduled for development on an 1,800 acre site designed to accommodate a minimum of 73 million visitors per year. Phase One development will be constructed on the first 454 acres of land as follows:

- Space Resort Hotels (50 acres)
- ARM Station Food Center (5 acres)
- AirPort Runway 10,000 feet long and 150 feet wide (35 acres)
- AirCRAFT Taxi and Loading Areas (40 acres)
- AirPort Terminal (20 acres)
- Air Traffic Control Tower and Restaurant (5 acres)
- Space Observatory (15 acres)
- Space Station (50 acres)
- Space Resort Transporter with MAG Monorails 20 feet wide by 6 miles length. (24 acres)
- Space Flight Roller Coasters with Young, Medium, and Extreme Rides (10 acres)
- G-Force Accelerator Centrifuge (5 acres)
- Underwater Weightless Training Facility (10 acres)
- Indoor Skydiving Parachute Center (10 acres)
- Parachute Landing Zone (15 acres)
- Rocketry Launch Field (10 acres)
- World Science Association (10 acres)
- Power & Water Expo. (50 acres)
- History Spaceflight & Technology Indoor Outdoor Expo. (80 acres)



Space Port Resort Property Map

Space Port Resort property map for scheduled expanded development:



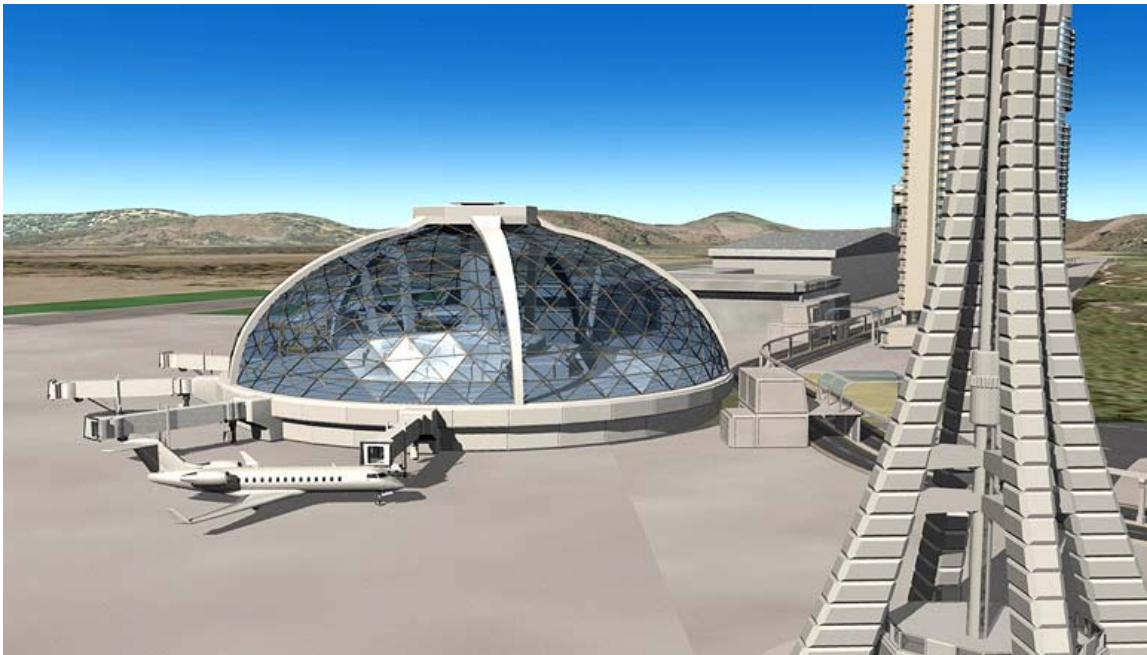
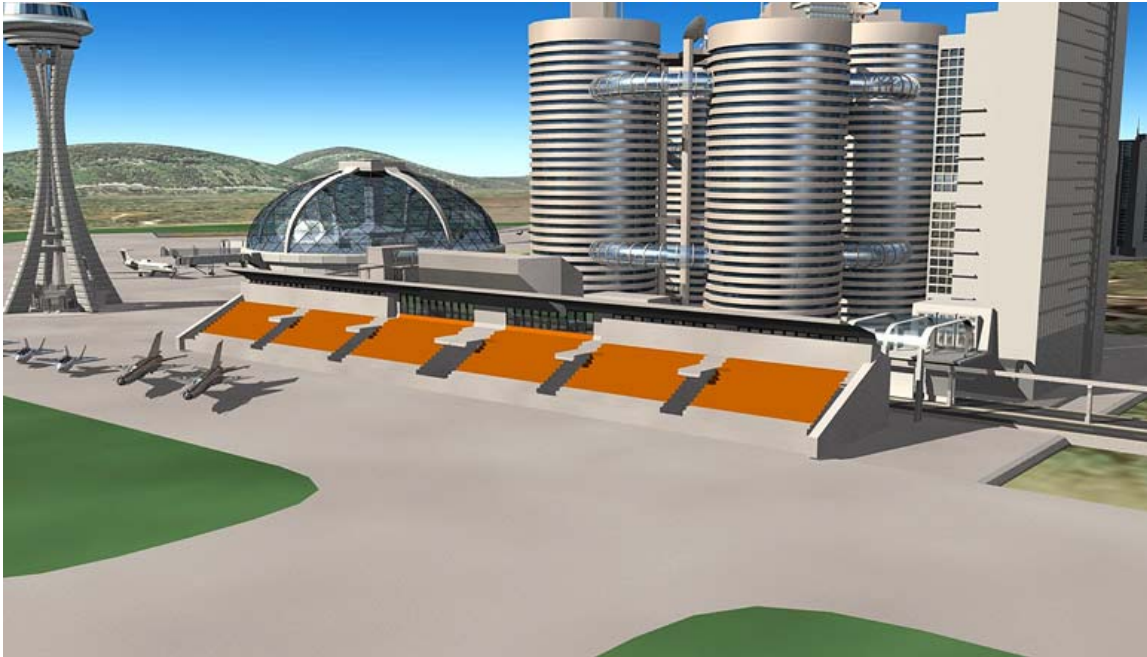
Project Summary



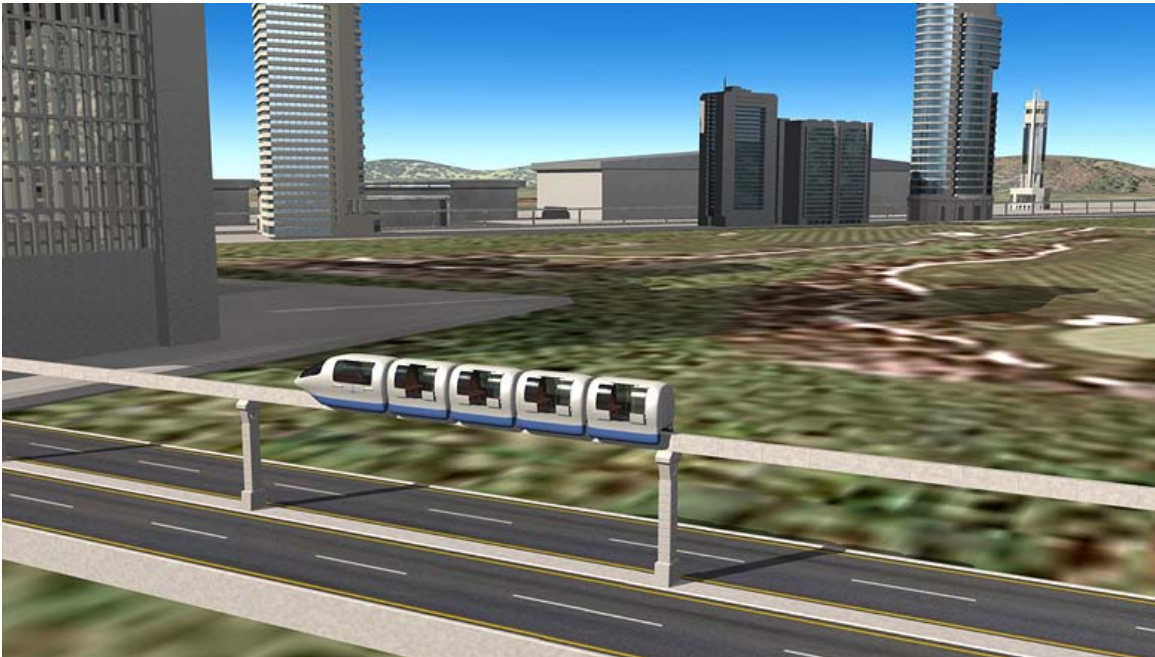
The Space Port Resort Experience

Earth Energy Industries PRC, the developer of the Space Resort, contracts high quality staffing and companies for Space Port Resort management, security, food concessions, maintenance, marketing, staffing, and all aspects of operations. We are confident that our Space Port Resort will become one of the most exiting destinations for children and adults around the world for many memories of this “once in a lifetime” experience.

Space Port Resort Air Terminal



Space Port Resort Magnetic Powered Transporter



Attractions & Events



Attractions & Events

Interactive Crew Training Rides

Space Shot

What does a rocket launch really feel like? Five, four, three, two, one, liftoff!

- 80,000 feet straight up in 2 minutes.30 seconds
- 3 G's of force
- 1 minute - 3 seconds of weightlessness
- 1 G free fall
- Must be 54" tall to ride

Space Shot cannot operate in high winds, rain or temperatures below 50 degrees.



Space Shot - G-Force Accelerator Centrifuge Training

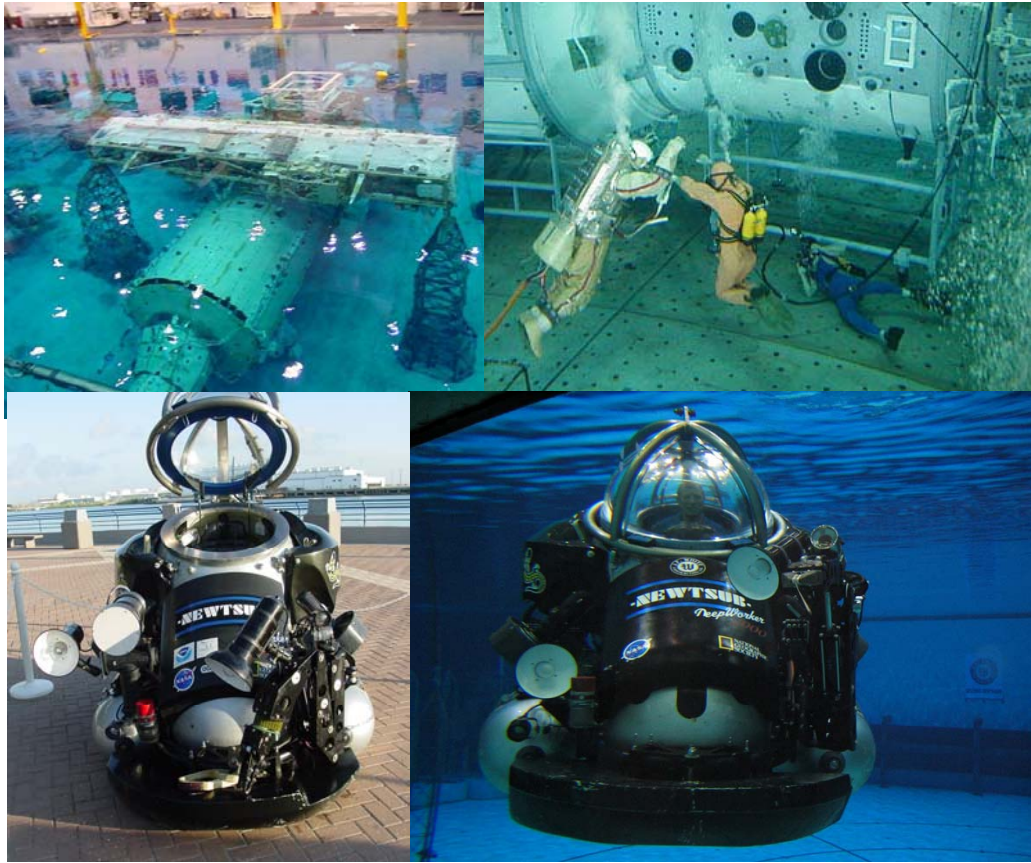
Pilots use centrifuges to experience the “feel of flying while still on the ground.” In our 3 - G centrifuge you will fly a mission in an experimental aircraft that will leave you with a taste of raw gravity, and a hunger for more.

- Experience 3 G's pushing on your body!
- As the speed increases you will actually rise up in your seat
- You must be 48" tall to ride the G-force Accelerator



Space Shot - Underwater Weightless Training Facility

Operate as a commercial Freeflight Assembly Space Technician (FAST) is available to the underwater weightless training facility. Operate our mini subs as space assembly vehicles see how work is done in space.



Space Shot - Vertical Wind Tunnel Training



Experience the thrill of sky diving indoors. In approximately 1 hour you can learn to body dive. Includes a 20-minute training class, all the necessary equipment and a 15-minute flight session shared by 5 flyers. Tunnel flying is an athletic activity offering a great “full body” resistance workout. Tunnel flying will give you the awareness to take skydiving to a higher level if you are a sports skydiver. In the tunnel you can fly for hours, in real skydiving you only get a minute of free fall time. The vertical wind tunnel simulates the freefall experience of skydiving. When you come to fly, you’ll get a column of air 12 feet across and up to 22 feet high with vertical air speeds up to 120 miles per hour, allowing you to fly indoors. It’s fun for the whole family!



Aviation Challenge Programs

Go from the Vertical Wind Tunnel to Advanced Free fall experience the world of Body Flight try out tandem instruction or go right to advanced free fall instruction into flying like a jet pilot all in one week of the Aviation Challenge Programs. Go home knowing you can fly like Superman or Top Gun at The Space Port Resort.



Always wanted to learn how to fly a high-performance Aircraft? Wondered how to survive the elements? Ever wanted to feel the power of G-force? If so, Mach II, for ages 15 - 18, is for you! Fly the Dragon Fire.

So you want to be a Jet Fighter Pilot? Do you? Well, if you are in the 10th through 12th grades, our Mach III program puts you one step closer to fulfilling that dream! Mach III is designed for those of you that are ready to take your interest in aviation to the next level!

Along with learning the fundamentals of flying, you will advance to the next level of

- Basic flight training
- Dogfight against Dad or Mom even little sister
- Air Race like the Reno Unlimited

Aviation Fundamentals

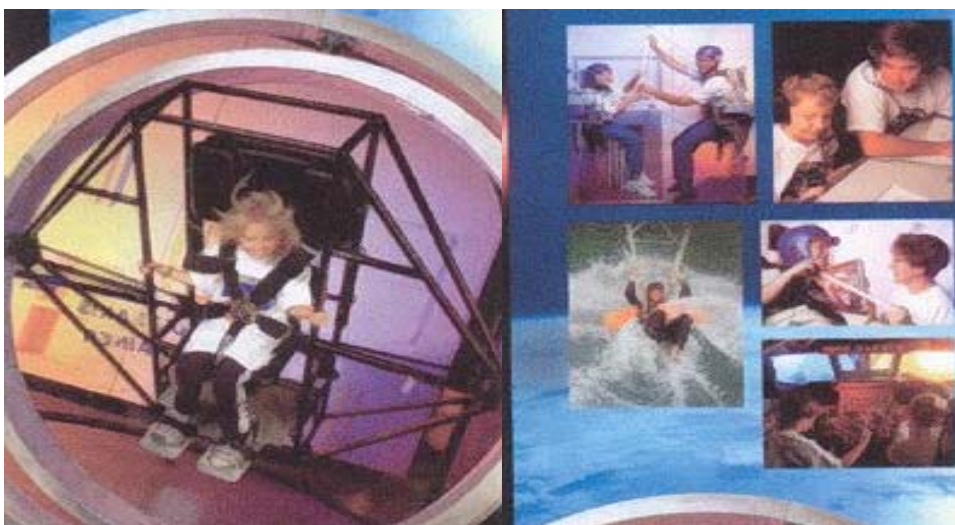
Learn the how and why behind everything from design philosophy to engineering design as your instructor gives you detailed demonstrations using a realistic display as hands on class rooms. You'll learn about aeronautics, aerodynamics and propulsion just to name a few. Experience sensory illusion in our Physiology training and ride the "Fuge"....3.2 G's in a high G turn simulator. Hang on - it could be a rough ride!

Super Nova

Opens the door to a great experience and new friendships.

Ages 6 - 18

Lift off for the experience of a lifetime! Train like an astronaut on simulators patterned after those actually used by the European Space Agencies. Take your place on the crew of two 2-hour simulated Command Module Missions. And perform some really cool experiments on the future Industrial Space Complex, like polymer studies, discovering how space travel affects the human physiology and actually experiencing disorientation to see how it affects reaction time.



Industrial Space Complex

See the incredibly future-looking Space Station for the purpose of developing better products to the world market by manufacturing process that can only be accomplished in space. Walk through a full-scale mach up of the Space Complex.

Young astronauts are able to crawl around in the Industrial Space Station.

- Dream of docking the command module to the Space Station
- Crawl up into the rocket and picture being launched to the Moon
- This is for children under the age of 8 and must be accompanied by an adult

Outpost in Space

- Learn how the astronauts go to the bathroom aboard the Dagon Fly Space Station
- Learn about sleeping in space
- Learn about taking a shower in space
- Learn about eating in space
- Learn about working in space
- Learn about recycling in space

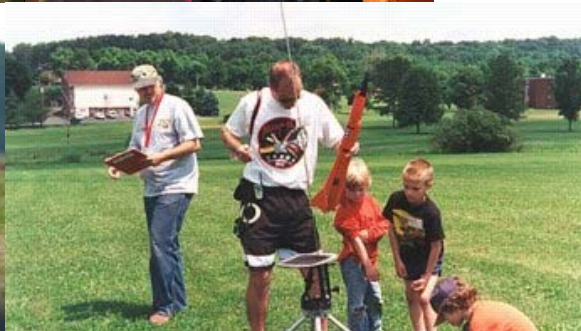
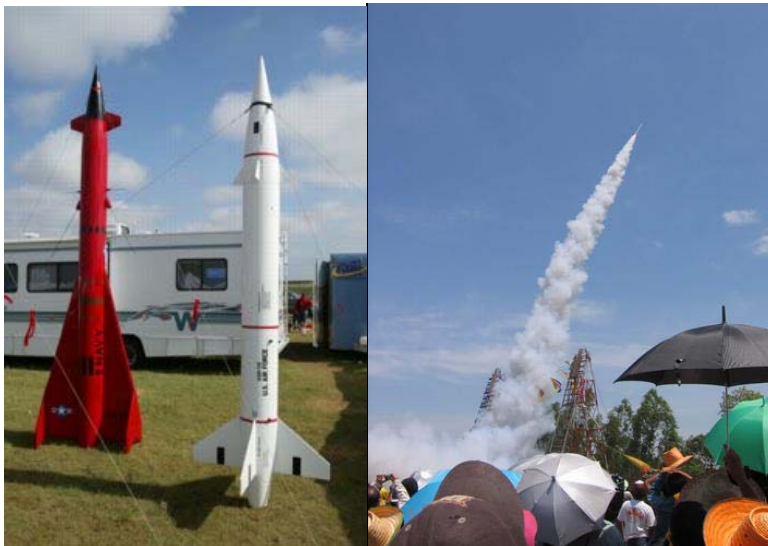


Rocket Park

Called “the finest rocket collection in the world and launch control central”

Rocketeers

Build and launch the latest in model rockets and get to keep on board video as your rocket flies to 5000 feet recording the entire flight. These 12 foot rockets will be built by your parents and children with our build supervisors and of course each rocket gets a film wrap paint job of your design. For the big kids in the family we have the 20,000 foot in altitude rocket this is a part of the extreme package. Participants in this activity earn special rocket engineering and operations safety certificate and plaque and a team photo.



[Sleeping Under the Stars Astronomy Camp](#)

Astronomy and camping go together like a binary star system. Roll back the roof of the custom built observatory and aim four large research grade telescopes into some of the best skies China has to offer. When the night looks upon the center of the galaxy, “the Milky Way is so bright here it casts a shadow.” After seeing the solar system up close guests can retire to appointed rooms and dream of the vastness of space for the remainder of the night.



[Space Dome IMAX® Theater](#)

Get an astronaut’s view of the Earth as you watch an IMAX® spectacle on our 67-foot domed screen in the Space dome IMAX® Theater. This screen fills your entire field of vision with an awe-inspiring, “you are there” experience.

As far back as one can imagine mankind has contemplated the mysteries of the heavens. Humans have dreamed of traveling from Earth to other worlds. Space Camp gives participants the chance to feel as if they can and are traveling to space.

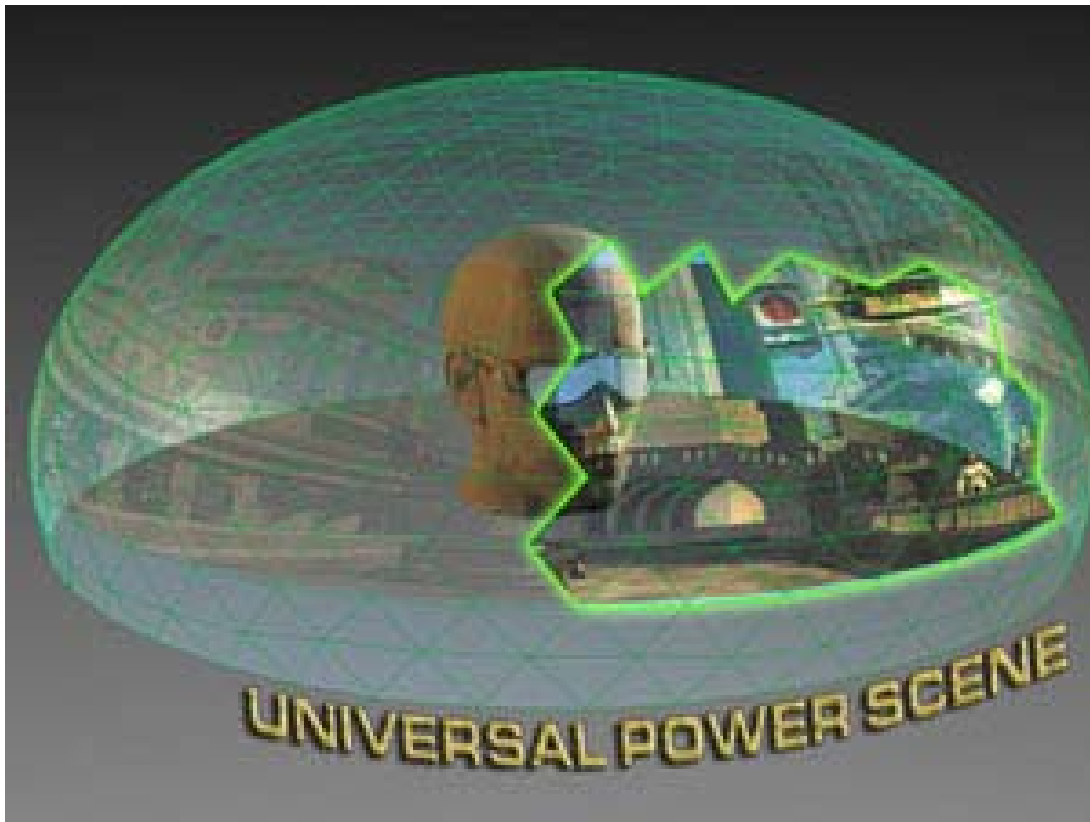
[Powers of Nature IMAX®](#)

Explore the immense power, beauty, danger and forces behind severe storms, earthquakes and volcanoes.

- Fly into the teeth of a hurricane
- Create an earthquake
- Produce your own thunderstorm
- Touch a lightning bolt and more...

Mars Mission IMAX® Vertical Ride Machine

- Hang on for a wild ride!
- Your craft hovers over Alpha Base and the rough terrain of the Red Planet
- Discover Martian secrets and see why it's a ride within a ride



Museum and Park Attractions

Visit The Space Port Resort's Rocket Center Museum year-round. You'll find one of the best collections in the world: rockets, shuttles, plus awesome rides. Fun and learning for everyone from 1-100.

The Space Park

- Walk under the world's only "Full Stack" external fuel tank and boosters.



Advantages of ground support equipment design and being horizontally stacked are:

- Level ground made from garnet rock not required for level floors
- Quicker integration of payloads into the orbiter because the package is stacked horizontally
- Total turn around time is much shorter

Aviation Challenge Action Tour (ACAT) Pilot-Copilot



Soccer practice, dance recitals, parent/teacher conferences - that's all a part of being a parent, right? But there's one thing that none of these activities provide...

How about REAL QUALITY bonding time with your child? One-on-one communication, team building and trust with your 7 to 11 year old. If this sounds like a bond you'd like to build then our PILOT/COPILOT Program is the one for you.

This action packed weekend program combines the fun of fighter pilot training in state-of the-art flight simulators with guided tours of some of the finest flying machines ever built. You'll fly missions together side-by-side as teammates, learning the true meaning of the word. The two of you will put communication and trust to the test with our Space Training course. We give you the opportunity to show your child that learning can be fun with our Land and Water Survival classes/camping.

Climb the Great Wall Test your strength, agility and endurance. Scale the crater of the largest volcano in the solar system. Experience what it will be like to live and work the Moon.

- Features a 25-foot high climbing wall
- Accommodates up to 12 climbers at a time
- Varying degrees of climbing difficulty

PILOT/COPILOT builds confidence in your child by encouraging him or her to try new things, meet new people, and overcome challenges in a safe and positive environment. This program gives you the opportunity to be with your child as you share, explore, and work together. A quality time isn't just a concept; PILOT/COPILOT brings it to life.

[See the Ultimate in networked Gaming X/BOX Extreme and 3D Visuals](#)

Defend planetary systems against Alien Invasion. Your search and rescue training will be put to the test behind enemy lines. Does your team have the courage and skill to succeed? You MUST succeed or a valuable Space commando leader information will fall into Alien enemy hands will compromise your team's ability to defeat the invasion.

Gamers will receive extensive training and hands on experience in our high performance simulators.

[Escape and Evasion \(E & E\)](#)

Gamers are given actual missions that require them to navigate from one location to another without getting caught by Aggressor Forces.

Are you looking for the ultimate field trip for your students? The Aviation Challenge Action Tour is an ideal fun, unique, hands-on field trip for teachers and students in grades 3 through 12. The ACAT program is designed to show students what career pathways are available in Aviation and to generate interest in Math and Science. Our focus is on technologically oriented careers such as Aviation Technology and Electronic Technology. Our curriculum meets the Career Awareness and Career Exploration goals of the School System.

During the three hour ACAT, your student's hands-on experience will include:

- Aerodynamics and Aeronautics utilizing state-of-the-art Flight Simulators
- Flight Physiology including 3-G Centrifuge training
- Plus discussions, presentations, experiments and much more



The Aviation Challenge Action Tour is truly the experience of a lifetime.

[Advanced Aviation Adventure \(A3\)](#)

Ready for the next step in Aviation Adventures? Then check out our A3 program!

The Advanced Aviation Adventure (A3) is a three-day/two-night jet fighter pilot adventure allowing students and teachers the opportunity to experience aviation from a more detailed, hands-on perspective. Teamwork is a must with this program, as well as communication and leadership.

The Advanced Aviation Adventure program includes:

- Four to five flight Simulator training missions
- Flight Physiology
- Training in our 3-G Centrifuge
- Land and Water Survival Training (weather permitting)
 - Zip-Line Parachute Jump Simulator
 - Rescue Simulator
 - Raft Survival
 - Food and Water Procurement
 - Fire craft
 - Shelter Building
- Specialized Training
 - Aircraft and Aviation History Air Museum
 - Radio Communication
 - Flight Fundamentals
 - Meteorology
 - Careers

Land Survival

Have you ever been lost camping or just wanted to know what it takes to survive in the wilderness? In our Land Survival area, learn how to build a shelter to keep you dry from the rain or to just have a place to rest your head at night.

Learn about the basics of Food and Water Procurement. Learn how to build a fire to keep you warm or to signal for help. Learn how to find your way around using nothing but the environment around you!

Don't just sit and read about land survival, experience it first hand and live it!

Water Survival

Do you know how to survive in the water? At AVIATION CHALLENGE you will learn everything that it takes to survive in water, from how to purify salt water to using your clothing as a floating device.

Your aircraft has just been shot down! "Eject, Eject, Eject!" Slide down our 220-foot zip line into the water! Can you unhook yourself from the harness in under 10 seconds? Experience first hand what a pilot must do in order to survive from a water survival landing. You have made it this far; the helicopter is now waiting for you! Our Helo-Lifter simulates what it is like to be picked up by a rescue helicopter. Wait for the harness to touch the water, climb into it, and then be carried up to safety.

History Spaceflight & Technology Expo

The History Spaceflight & Technology Expo consists of over 80 acres of indoor and outdoor facilities to provide the visitor with spectacular experiences. During the week, as a participant in the weeklong training, you and your team will get to go to Sound Barrier Air Museum to see over 43 aircraft. Bring a camera!

Jet Gear Gift Shop

AVIATION CHALLENGE. The Space Port Resort is proud to offer our quality merchandise over the web. Our SSL Secure Server processes all transactions securely. From now on, whenever you see the images on the right, you know that your information is secured.

- Head Gear
- Accessories
- Novelties
- Clothing / Apparel

The ARM Station Food Center

When you're ready to refuel, relax and enjoy a first-class meal in the Automated Re-Fueling Module (ARM) Station Food Center.

The ARM Station Food Center offers our variety of menu items to satisfy the biggest appetite, and our dining atrium, overlooking Rocket Park, is a feast for hungry eyes. The ARM Station Food Court offers just what you're looking for when you're hungry!

Visitors to the ARM Station will be able to select from a diverse menu of delicious entrees, deserts, snacks, beverages whose ingredients are healthier than the convenience foods offered by other restaurants and fast food service companies.

Automated Re-Fueling Module Servers (ARMS)

The Automated Re-Fueling Module Servers (ARMS) are advanced designed vending machines that use proprietary technology for the rapid cooking, preparation, and dispensing of healthy food and beverages, hot and delicious, and ready to eat meals in just minutes. The ARMS will be remotely diagnosed and managed, stocked daily by professional staff, and will also be placed at other locations throughout the Space Port Resort for visitor convenience.

The Blast-Off Bakery

The Bakery is the spot for coffees and sweet snacks. When you're ready for a break, we're ready with:

- Flavored coffees and cappuccinos
- Ice cream and yogurt
- Gourmet cookies and brownies
- Pastries and bagels
- And follow your nose to the great smell of freshly popped popcorn!

Rocket City Grill

The Grill offers delicious, hot foods made to order:

- Burgers and fries
- Chicken sandwiches
- Pizza, chicken fingers and nachos

Longs Cloud

Offers delicious, Traditional Chinese foods made to order.

Space Flight Roller Coasters

The Space Flight Roller Coaster is a magnetically powered high speed rail mounted emulation of the Switch Blade Orbiter craft during launch, re-entry, and landing. There will be 3 different types of rides - "Young", "Medium", and the "Extreme" for the ultimate in emulation experience.



Mars Colonists Attraction



Guests will be divided into teams of twenty and enter interactive simulator theater pods themed like Mars habitats. Using multiple, branching video clips and majority-rule voting, they will make the decisions to explore, develop and terraform Mars, against a countdown clock that measures their dwindling supplies of air, water, food and power.

The video clips will show Colonists the results of their decisions almost instantaneously. Terraforming decisions that might take hundreds of years to implement in reality will materialize in seconds.

When Mars is terraformed, it will have the lakes, deserts, and forests not of Earth, but of its own, unique style. For someone growing up on Mars, to see pictures of Earth would be to see an alien landscape, with strange natural and human features.

Recent research by ecologists at Northern Arizona University at Flagstaff, Arizona, has shown that gravity is the key limiting factor in redwood tree growth on Earth. As the tree grows in an effort to get more light than its neighbors, less and less water is drawn to the top of the tree through transpiration and conduction, leading to desert-like conditions at the top of the tree. As gravity on Mars is 3.69 m/s^2 , theoretically Martian trees should be able to grow significantly higher than their terrestrial counterparts. The Earth's biggest tree is 370 feet tall. Mars' biggest tree may be a thousand feet tall if no other factors limit growth.

Forget Olympus Mons and Valles Marineris. By terraforming Mars, we would create natural wonders to dwarf those found on Earth.

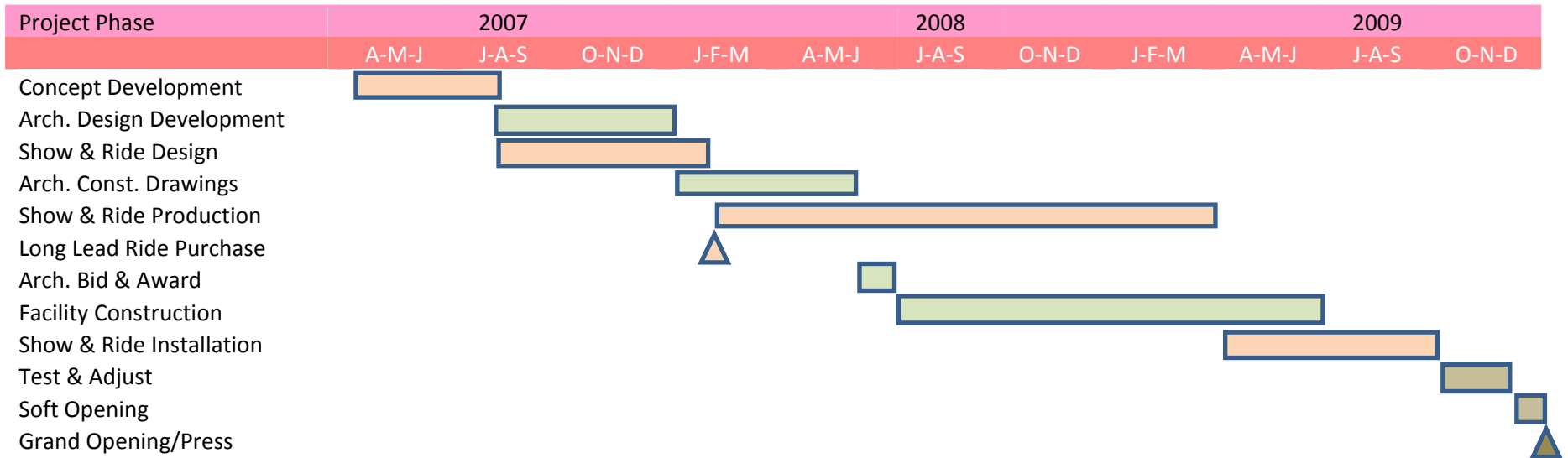
In a surprise finding, researchers studying terrestrial dust devils have discovered that they contain high-powered electric fields exceeding 4,000 volts per meter. Apparently, as particles in the dust devil rub together, they collect an electric charge. Smaller particles are more likely to develop a negative charge than larger particles. The smaller particles rise as the heavy particles sink to the bottom, creating an electric potential between the top and bottom of the dust devil.

For Martian exploration, that's bad news. Dust devils dwarfing the ones found on Earth have been detected on Mars, and sometimes large regional dust storms develop, which may grow to encompass the entire planet. The charged nature of the dust devils can cause lightning, interference with radio communications, and perhaps worst, increased amounts of dust to stick to spacesuits and materials, which could lead to respiratory and equipment failures. Mars Colonists will deal with these dust devils, and many other hazards, while supplies of air, water and food dwindle, as they make life and death decisions and transform a planet in front of their eyes.

Development Schedule



Development Schedule Chart



Market Size & Feasibility



Market Size

The market for Spaceport Resort is comprised of local and tourist components. We will study the local market first.

Local Market

Suzhou is located near Shanghai, China, so for purposes of analysis we will discuss the local Shanghai market.

Shanghai is the largest, most affluent market in China outside of the former colonies of Hong Kong and Macau. According to demographics.com, the current population of the city is slightly over 13 million, with an additional 9 million estimated in the metropolitan area. While the overall population of China is basically stable, Shanghai's is increasing under the influence of immigration from the countryside, spurred by the rapid economic growth of the city. It is estimated that the population increased by 11% in the five years between 2000 and 2005, representing a growth rate of around 2% per year. Applying this growth rate to the 2007 estimate of 22 million would yield an estimate of 23.3 million local population when Spaceport Resort opens in 2010.

However, as Spaceport Resort plans to offer an experience of Disney quality, for near Disney prices, the real question is what percentage of the local population is economically qualified to attend a theme park?

In terms of income per capita, Shanghai is the top province in "mainland" China, with slightly over \$12,000 per year in 2001, according to the World Bank. The gross domestic product per capita was also the highest, at over \$16,000 per year in 2001, the last time statistics were available. This latter figure compares well with other profitable theme park markets, such as Korea (\$15,000 GDP per capita), although obviously lagging behind the United States (number one in the world in both theme park attendance (50% of the world total) and GDP per capita at over \$34,000.)

While it is difficult to find accurate statistics, reports indicate that this income is not evenly distributed. According to Merrill Lynch, there were 320,000 millionaires in China in 2005, and it is known in Las Vegas gaming circles that almost all of the biggest 'players' in the gaming world are Chinese. According to market research firm A.C. Neilson, 15 million Chinese earn more than \$32,000 per year, and can afford luxury goods, and thus would be a market for premium services such as Spaceport's Space Camp.

Estimates vary, but Western economic analysts believe that the number of "middle class" and above Chinese is somewhere around 65-75 million, or around 5% of the total population of 1.3 billion. This would be the primary market for Spaceport Resort. Based upon the fact that the Shanghai province is essentially double the national average for income and GDP per capita, we would estimate that the number of middle class or economically qualified people in Shanghai is 10%. This would result in a local market of 10% x 23.3 million or 2.3 million in the year 2010.

Tourist Market

The tourist market can be divided into two groups: first, visitors from foreign countries and those from the generally economically qualified Chinese areas of Hong Kong, Macau and Taiwan, and secondly those from the rest of China, a percentage of whom are economically qualified.

According to local tourism figures, correlated by hotel occupancy rates, tourist visits to Shanghai in the first category (foreigners and economically qualified Chinese provinces) amounted to 3.1 million per year in October, 2004 (post SARS). Based upon world trends in tourism post 9/11, and the economic boom in Shanghai, we would estimate that tourism has grown since 2004 at a very healthy rate, probably on the order of 5% per year. Given this rate of increase, the total number of economically qualified tourists in the first group would be 4.2 million in 2010 when Spaceport Resort opens.

Estimates of Chinese tourism to Shanghai vary fairly widely, from 65 to 78 million per year in the pre-SARS years of 2000 and 2001. As with local residents, we must limit the theme park market to 5% of this market, which we will conservatively estimate at 70 million per year in 2010. Given this figure, we can derive an approximate economically qualified Chinese tourism market of 5% x 70 million or about 3.5 million per year.

Adding this to the foreign tourism component produces a total economically qualified theme park market of 7.7 million in 2010.

The total market available to Spaceport Resort in 2010 is estimated to be 2.3 million economically qualified local residents plus 7.7 million tourists, for a total of 10.0 million.

Theme Park Attendance

Yearly theme park attendance is estimated based upon market penetration rates. Typical "ride parks" such as a Six Flags or a Cedar Fair owned park generally penetrate their markets at about 8-10%, while a Disney World actually penetrates the Orlando Florida market at a rate exceeding 100%, i.e. there are more theme park attendances than visitors, because of the multi-day stay factor (the average Disney tourist stays on the property more than four days) and the industry standard of counting each days attendance on a multi-day pass as a separate visit. A park such as Disneyland, which draws equally from the populous Los Angeles market and from tourism, but does not attract the same number of multi-day tourists as Disney World in Florida, penetrates its market in the range of 25-30%. Similarly, family oriented theme parks such as Dollywood in Pigeon Forge Tennessee or Silver Dollar City in Branson, Missouri, which are "the only game in town" in their markets, can attract 20-25% of their market.

Given this history, it is reasonable to assume that Spaceport Resort, with its Disney quality level, could attract between 20-30% of the total market of 10.0 million, or 2-3 million guests per year. For purposes of this study, we will use the average of 2.5 million guests per year as the attendance projection for 2010.

As a cross check, Hong Kong Disney attracted approximately 5.5 million guests in its opening year, and Ocean Park in Hong Kong attracted a record 4.4 million this past year as well. Traditionally, these general interest theme parks will outdraw a special interest park such as Spaceport Resort by a substantial factor, so a prediction of 2.5 million for Space Port is reasonable for China.

As a second cross check, the attendance for Kennedy Space Center in Florida ranged from 2-3 million (not including visitors to the actual Space Shuttle launches) throughout the 1990's, when the NASA space program was in its prime. This is about the same range as is predicted for Spaceport Resort.

Project Financial Analysis



Financial Analysis

Given the quality level of the proposed theme park, the general admission price should be set about 10% less than Hong Kong Disney, which is currently \$38 US off-peak and \$45 during peak times (weekends and summer). If we average the two prices, the adult general admission for Disney would be \$41.50, and Spaceport Resort at 90% of that would be \$37.35. Allowing for group sales discounts, children and elderly guest discounts, we would reduce this to 70% x \$37.35 = \$26.15 per capita. Multiplying times the yearly attendance prediction of 2.5 million visitors per year produces a gross yearly income from admissions of \$65.3 million in 2007 dollars.

Space Camp admissions would be in addition to the general admission. The one day admission for the Kennedy Space Center Space Camp is \$250, and we believe the Space Port program could be priced on a similar basis. The Kennedy Space Camp and Stennis Center Space Camp draw approximately 12,000 per year between them. We believe that given the emphasis on education in the Chinese culture we could exceed this combined level, particularly among the wealthier demographics. For purposes of this study we will use 18,000 per year (approximately 50 guests per day), which would result in a yearly income of 18,000 x \$250 = \$4.5 million. (Given seasonal variations in attendance this would mean that the 100 room Space Station would be at full capacity on peak days in summer.)

Combining theme park general admission and Space Camp revenues would produce a gross yearly income of \$69.8 million from admissions.

In addition, we should add allowances for food, merchandise, parking and miscellaneous revenue, which typically amount to about 40% of general admission revenues. This would mean that gross theme park revenues would be \$69.8M + (.4 x 69.8) = \$97.8 million which we will round to \$100 million per year gross income.

Operating costs for a well run theme park are around 70-75% of gross operating revenue, but for China with its low labor costs we could expect to achieve 60-65%. Using 65% of \$100 million produces a yearly operating cost of \$65 million, and operating revenue for the theme park and space camp of \$35 million per year. If we capitalize this at a typical 20% (five year payback), a capital budget of \$175 million is justified for the theme park, while if we capitalize at 16% (six year payback) a budget of \$210 million would be justified. Given the lower construction costs in China, this would be the equivalent of approximately \$230-280 million in the USA which should be adequate to construct Spaceport Resort.

According to Jones-Lang-Lasalle, the four and five star hotel market in Shanghai is currently slightly overbuilt, with additional rooms coming on the market in the 2007-8 period, however the lower occupancy rates are being compensated by rises in the Average Daily Rate, due to the fact that Shanghai hotels are currently underpriced compared to Hong Kong or Macau. In the first six months of 2006, ADR of upper-tier hotels (four and five-star) in Shanghai increased to RMB1,164, (\$150 per night) 1.4% higher than the levels recorded in the same period in 2005, while occupancy rates were 3.46 percentage points (pp) lower. Jones Lang LaSalle Hotels forecast growth of ADR for the upper-tier segment to pick up in the second half of the year as this period is traditionally stronger than the first. On a full year basis, the company forecasts ADR to grow by 2.4% to 6.7%. Occupancy on the other hand is expected to decline by 2.3pp to 4.3pp.

For purposes of this study, we will use the ADR of \$150 x 75% occupancy (4/5 Star Average) = \$112.50 x 500 rooms x 365 days = gross yearly room revenue of \$20.5 million per year. Assuming typical distribution of room and non-room revenue, this would be increased to 1.33 x 20.5 = \$27.3 million per year, which we will round to \$27 million hotel revenue per year.

An efficient hotel operates at 75-80% of gross revenue, which we will decrease to 65-70% reflecting China's lower labor costs, resulting in an estimated operation expense of \$18 million per year, or a \$9 million per year gross operating profit. If we capitalize this at 20% we can develop a capital budget of \$45 million for the hotel, or \$90,000 per room, and 16% at \$54 million, or a little less than \$110,000 per room. This is low by international standards, but most likely achievable given lower labor costs in China.

Financial Summary

In summary, a capital budget of \$175 million + \$45 million = \$220 million would provide a return on investment (not including interest, taxes and depreciation) of 20%, while a capital budget of \$210 million + \$54 million = \$264 million would provide a 16% annual return rate.

Assuming the higher \$264 million figure (more conservative figure), with a typical 20% equity investment of \$53 million, the project would need to borrow \$211 million. If we assume a loan of 6.5% interest, payable over 30 years, annual loan payments would be \$16 million per year, which compares to the theme park and hotel revenues of \$44 million per year. This produces a loan "coverage ratio" of 2.75 (44/16) which is very good, and allows us to state that, based upon data known to date, the Spaceport Resort is financially feasible.

Financial Requirement Chart for Spaceport Resort

Cost Element	Unit Sq. Foot	No. of Units	Total Sq Foot	Cost/Square Foot	Total Cost	Cost In Place
Space Port Resort Hotel 500 rooms, high rise const. Back of House & Public Space	480	500	240000			
			160000			
			400000	\$ 94	\$ 37,500,000	
Discount for Chinese Const.					\$ 28,125,000	\$ 28,125,000
Theme Park						
S & S Space Shot Ride		Lot			\$ 2,500,000	
Space Theme Elements		Lot			\$ 1,000,000	
Shipping & Install					\$ 100,000	
					\$ 3,600,000	\$ 3,600,000
G-Force Accelerator Ride		Lot			\$ 12,000,000	
Facility Construction			45000	\$ 50	\$ 2,250,000	
Theme Elements			45000	\$ 75	\$ 3,375,000	
					\$ 17,625,000	\$ 17,625,000
Submarine (Weightless) Ride						
Mini-Subs (custom)		50		\$ 300,000	\$ 15,000,000	
Dive Facility/Spaceships			75000	\$ 150	\$ 11,250,000	
					\$ 26,250,000	\$ 26,250,000
Verticle Wind Tunnel		Lot			\$ 1,500,000	
Theme		Lot			\$ 1,000,000	
					\$ 2,500,000	\$ 2,500,000
Flight Simulator Modules		50		\$ 350,000	\$ 17,500,000	

Financial Requirement Chart for Spaceport Resort, continued

Cost Element	Unit Sq. Foot	No. of Units	Total Sq Foot	Cost/Square Foot	Total Cost	Cost In Place
Command Modules		2		\$ 2,500,000	\$ 2,500,000	
Facility/Theme			50000	\$ 125	\$ 6,250,000	
					\$ 26,250,000	\$ 26,250,000
Industrial Space Complex			60000	\$ 150	\$ 9,000,000	\$ 9,000,000
Space Station			60000	\$ 300	\$ 18,000,000	\$ 18,000,000
Rocket Park		Allow				\$ 5,000,000
Astronomy Camp		Allow				\$ 5,000,000
IMAX Theater			30000	\$ 75	\$ 2,250,000	
Projection, Screen & Sound		Lot			\$ 4,500,000	
					\$ 6,750,000	\$ 6,750,000
IMAX Ride Simulator					\$ 6,750,000	
Theater & Projection					\$ 6,000,000	
Ride Simulators (12)		24		\$ 250,000	\$ 6,000,000	
Ride Film		Lot			\$ 4,000,000	
					\$ 16,750,000	\$ 16,750,000
Spacecamp Games		Allow				\$ 5,000,000
Restaurants			75000	\$ 75	\$ 5,625,000	\$ 5,625,000
Retail			60000	\$ 60	\$ 3,600,000	\$ 3,600,000
Space Flight Roller Coaster		Lot			\$ 12,000,000	\$ 12,000,000
Spaceport Monorail-Track	Linear Feet	5500	5500	\$ 1,000	\$ 5,500,000	

Financial Requirement Chart for Spaceport Resort, continued

Cost Element	Unit Sq. Foot	No. of Units	Total Sq Foot	Cost/Square Foot	Total Cost	Cost In Place
Spaceport Monorail-Vehicles		4		\$ 1,500,000	\$ 6,000,000	\$ 11,500,000
Mars Colony Ride Experience		Allow			\$ 18,000,000	\$ 18,000,000
Main Entrance, Ticketing			50000	\$ 60	\$ 3,000,000	\$ 3,000,000
Area Development--Exterior			650000	\$ 15	\$ 9,750,000	\$ 9,750,000
Infrastructure			650000	\$ 10	\$ 6,500,000	\$ 6,500,000
Cost Element	Unit Sq. Foot	No. of Units	Total Sq Foot	Cost/Square Foot	Total Cost	Cost In Place
Subtotal						\$ 239,825,000
Design						\$ 23,982,500

国防科学技术工业委员会

科工函〔2007〕3号

关于苏州太湖国家旅游度假区 建立宇航科普中心并开展科普活动的复函

苏州市人民政府：

你市《关于苏州太湖国家旅游度假区建立中国宇航科普中心并开展科普活动的函》（苏府函〔2006〕56号）收悉。

中国航天事业创建 50 年来，取得了举世瞩目的成就，为国家安全、经济建设和社会进步作出了突出的贡献。中国航天事业的后续发展，需要得到社会各界的大力支持，需要吸引更多的优秀人才投身其中。因此，我委支持你市建立宇航科普中心并开展科普活动的设想。

关于科普中心的名称，建议不挂“中国”二字为宜；关于建设方案，建议组织专门论证。

特此函复。



Ministry of Defense
Science Technology and Industrial Commission

Subject:

Science and Industry Reference (2007) number 3

Concerning: Suzhou National Tourism and Resort of Tai Lake
The establishing of Aerospace Educational Center and Aerospace Events

To the People's Government of Suzhou:

Your letter is received in regards to the above matter (Suzhou National Tourism and Resort of Tai Lake; The establishing of Aerospace Educational Center and Aerospace Events). [Suzhou Government Letter, reference (2006), number 56].

China's Aerospace has gained universal success since its establishment in the last 50 years, contributing progressive and prominent achievements to national safety, building of economy and society.

Major support from all scopes worldwide is much needed in the future of continuing China's Aerospace development. Attracting attention to people with outstanding talents and abilities is also required.

Consequently, my commission supports and approves the envisage in your city to establish the Aerospace Educational Center.

It is considered more appropriate to exclude "China" in the naming of the Aerospace Educational Center. Concerning the project construction plan, organizing a specialized team of expertise for verification will be ideal.

Special reply,

January 12 2007

SPACE PORT RESORT



See you in orbit!



Developed by Science and Flight Industries, Inc.