
THE SPACE SIM SUCCESSOR SCORECARD

While we wait for the next great space sim, one player decided to stop waiting.

KSP2 promised us the stars, took our \$50, and went dark.

KSA and SFS2 are coming — and they look promising.

But promising isn't playable. And the wait is long.

So while we wait, I went back to where it started for a lot of us:

Spaceflight Simulator. That beautiful, simple 2D game where orbital mechanics finally clicked. Where you understood what a periapsis actually meant because you could see it. Where reaching orbit for the first time felt like an actual achievement.

SFS got something right that KSP never fully solved: 2D makes space readable. But SFS ran out of road fast. Two days in, I'd seen everything. No depth. No mystery. No reason to keep going.

So I started building The Final Plunge.

A 2D orbital mechanics game with a foreign solar system full of planets and moons worth actually exploring. A tech tree you unlock mission by mission. And one ultimate goal that gives every launch meaning: reach the center of a gas giant that nobody has ever returned from.

This scorecard is me doing my homework in public. These are the 10 criteria I'm holding everyone else to. They're also the 10 promises I'm making to you.

— Vibing Projects

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The 10 Criteria

01. PHYSICS FIDELITY

Does orbital mechanics actually work? Plan a transfer window, execute a burn, arrive where the math says. A sim that fakes physics is a themed toy.

02. TECH TREE / PROGRESSION

Structured part unlocking tied to mission goals. Each milestone gives exactly enough new capability for the next challenge — not random, not disconnected.

03. BUG STABILITY

Can you complete a full mission without a game-breaking bug? Crashes, phantom fuel loss, and save corruption are not 'Early Access charm.' They are broken promises.

04. CONTENT DEPTH

Bodies, biomes, atmospheric conditions, mission types. Does the solar system feel alive — or like a handful of spheres floating in an empty void?

05. ONBOARDING

Can a player with zero rocket knowledge get to orbit without a YouTube tutorial? If the answer is no, the game has failed a significant portion of its audience.

06. DEVELOPER TRANSPARENCY

Public roadmap. Being kept. When things slip, the developer says so plainly. KSP2 going dark for 2 years is the case study in what failure looks like here.

07. MULTIPLAYER / SOCIAL

Any form of co-op or community play built into the game. Not a Discord server — actual in-game social infrastructure. Most requested missing feature in the genre.

08. MOD SUPPORT

Can the community extend the game? KSP1 survived a decade because modders kept building. No mod support bets the entire lifespan on the content team alone.

09. UNIQUE MECHANICAL HOOK

Does this game do something no other space sim does? A feature that makes it worth playing alongside — not instead of — everything else on this list.

10. VALUE FOR PRICE

Is the asking price honest given what is delivered at time of purchase? Not promised. Not on the roadmap. What you get the day you hand over your money.

Master Scorecard

Scores reflect the game as it exists at time of purchase — not the roadmap.

Physics	5	0	3	4	Unknown
Tech Tree	4	0	2	Unknown	Unknown
Stability	4	0	4	Unknown	Unknown
Content	4	0	3	Unknown	Unknown
Onboarding	2	0	4*	Unknown	Unknown
Transparency	5	0	3*	5	5
Multiplayer	0	0	0	Roadmap	Roadmap
Mods	5	0	4*	5	5
Hook	5	0	5	Unknown	Unknown
Value	5	0	4	5	5*
TOTAL	39 / 50	The community has spoken.	31 / 50	Lots of potential — a lot still unknown.	Lots of potential — a lot still unknown.

Game-by-Game Breakdown

KERBAL SPACE PROGRAM 1

KSP1 | Squad / Take-Two | PC + Console | ~\$40 (sale: <\$10)

Physics Fidelity	5
Tech Tree / Progression	4
Bug Stability	4
Content Depth	4
Onboarding	2
Developer Transparency	5
Multiplayer / Social	0
Mod Support	5
Unique Mechanical Hook	5
Value for Price	5
TOTAL	39 / 50

VERDICT

Still the best space sim available in 2025. Not because it's perfect — it isn't — but because the competition hasn't caught up in 14 years. If you haven't played it, that's where you start. If you have, you already know why this scorecard exists.

KERBAL SPACE PROGRAM 2

KSP2 | Intercept Games (shut down) | PC Steam Early Access | \$50

Physics Fidelity	0
Tech Tree / Progression	0
Bug Stability	0
Content Depth	0
Onboarding	0
Developer Transparency	0
Multiplayer / Social	0
Mod Support	0
Unique Mechanical Hook	0
Value for Price	0
TOTAL	The community has spoken.

VERDICT

Do not buy this game. Not until there is clear evidence of active development under its new publisher. If Annapurna revives it, this scorecard will be updated. Until then: buyer beware.

SPACEFLIGHT SIMULATOR (MOBILE)

SFS | Stefo Mai Morojna | iOS + Android | Free (DLC \$2.99–\$14.99)

Physics Fidelity	3
Tech Tree / Progression	2
Bug Stability	4
Content Depth	3
Onboarding	4*
Developer Transparency	3*
Multiplayer / Social	0
Mod Support	4*
Unique Mechanical Hook	5
Value for Price	4
TOTAL	31 / 50

* Onboarding: 2D simplicity does the heavy lifting here. * Transparency: off-and-on communication history. * Mod Support: limited in early versions, better now.

VERDICT

The best entry point for players new to orbital mechanics. The 2D format makes physics readable without dumbing it down. But if you are coming from KSP looking for depth, you will be disappointed within a week. Worth downloading free. DLC is a judgment call.

SPACEFLIGHT SIMULATOR 2

SFS2 | Stefo Mai Morojna | PC Steam Early Access | ~\$20

Physics Fidelity	4
Tech Tree / Progression	Unknown
Bug Stability	Unknown
Content Depth	Unknown
Onboarding	Unknown
Developer Transparency	5
Multiplayer / Social	Roadmap
Mod Support	5
Unique Mechanical Hook	Unknown
Value for Price	5
TOTAL	Lots of potential — a lot still unknown.

Unknown = cannot be fairly scored at current Early Access stage. Scores reflect what's delivered at time of purchase — not roadmap promises.

VERDICT

The most credible mobile-to-desktop transition in the genre. The developer has earned more trust than most. But it is still Early Access and still asking you to bet on a roadmap. Watch the update cadence carefully before buying.

KITTEN SPACE AGENCY

KSA | Hohmann Transfer Games | PC (in development) | Not yet available

Physics Fidelity	Unknown
Tech Tree / Progression	Unknown
Bug Stability	Unknown
Content Depth	Unknown
Onboarding	Unknown
Developer Transparency	5
Multiplayer / Social	Roadmap
Mod Support	5
Unique Mechanical Hook	Unknown
Value for Price	5*
TOTAL	Lots of potential — a lot still unknown.

* Value for Price: not yet on sale; reflects stated pricing intent. Unknown = game has not shipped. No score can be awarded in good conscience.

VERDICT

The one to watch. Built by the original KSP creator, ex-KSP2 developers, and an ex-SpaceX flight engineer. More credibility than anyone else in this space right now. But it hasn't shipped. Wishlist it. Do not preorder it.

The Final Plunge

KSA and SFS2 will ship. They'll probably be excellent. And when they do, this scorecard will be updated.

But while we wait — The Final Plunge is being built.

Not a KSP replacement. Not a competitor to what's coming. Something smaller, sharper, and more focused: a 2D game that captures the feeling SFS gave you on day one and then keeps going. More planets. More moons. More reasons to plan one more launch.

The same 10 criteria you just read are the 10 commitments I'm building against. I'll update this scorecard publicly as The Final Plunge develops. You'll be able to see, in plain numbers, whether I'm delivering — or making the same promises that killed KSP2's reputation.

If you want to follow the build, you're already on the list.

— Vibing Projects | vibingprojects.xyz | 2026