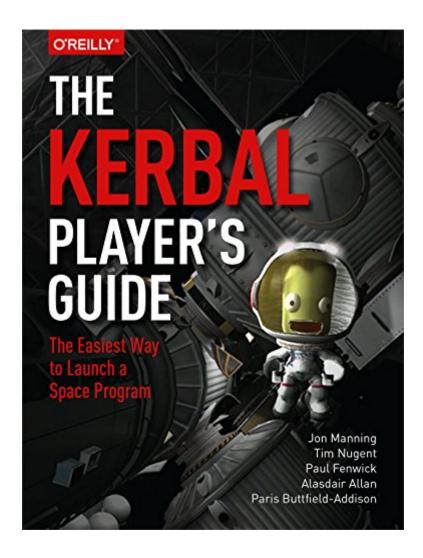


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The Kerbal Player's Guide: The Easiest Way To Launch A Space Program





Synopsis

Kerbal Space Program (KSP) is a critically acclaimed, bestselling space flight simulator game. Itââ ¬â,¢s making waves everywhere from mainstream media to the actual space flight industry, but it has a bit of a learning curve. In this book, five KSP nerdsâ⠬⠕including an astrophysicistâ⠬⠕teach you everything you need to know to get a nation of tiny green people into space.KSP is incredibly realistic. When running your space program, youââ ¬â,¢ll have to consider delta-V budgets, orbital mechanics, Hohmann transfers, and more. This book is perfect for video game players, simulation game players, Minecrafters, and amateur astronomers.Design, launch, and fly interplanetary rocketsCapture an asteroid and fly it into a parking orbitTravel to distant planets and plant a flagBuild a moon rover, and jump off a crater ridgeRescue a crew-mate trapped in deep space

Book Information

File Size: 84471 KB Print Length: 428 pages Simultaneous Device Usage: Unlimited Publisher: O'Reilly Media; 1 edition (November 10, 2016) Publication Date: November 10, 2016 Sold by: A Â Digital Services LLC Language: English ASIN: B01N0BN7WU Text-to-Speech: Enabled X-Rav: Not Enabled Word Wise: Not Enabled Lending: Not Enabled Enhanced Typesetting: Not Enabled Best Sellers Rank: #239,975 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #59 inà Â Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games > Reference #76 in Â Kindle Store > Kindle eBooks > Computers & Technology > Programming > Games #232 inà Â Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games > Video & Electronic Games

Customer Reviews

Three stars is a little generous. I worked out how to get to lunar orbit and back before I got this book

so that is my review perspective.Book goes from very basic to super geek last third of the book (building programing mods and hardware to attach to your real computer!). I was looking for something that gave me a guide on figuring fuel/engine/equipment ratios to get right delta V for mission goal. Something that gave you tools to solve mission challenges i.e. "you want to go to X then build Y stages with fuel capacity Z and engines D" kind of thing. Also disappointing that it bases the examples it does have on sandbox mode. Pros and cons of solid booster vs. liquid? Practice launch gravity turns until you get maximum efficiency from your design by building an example rocket....those kinds of things. OK as a reference but really not much of a "guide"

I must say this book has helped me with the game more then anything else I have read. I would recommend every one read this book that play the game.

It's wonderful!

Just arrived - haven' t opened it yet. However, can't download computer game!!!

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