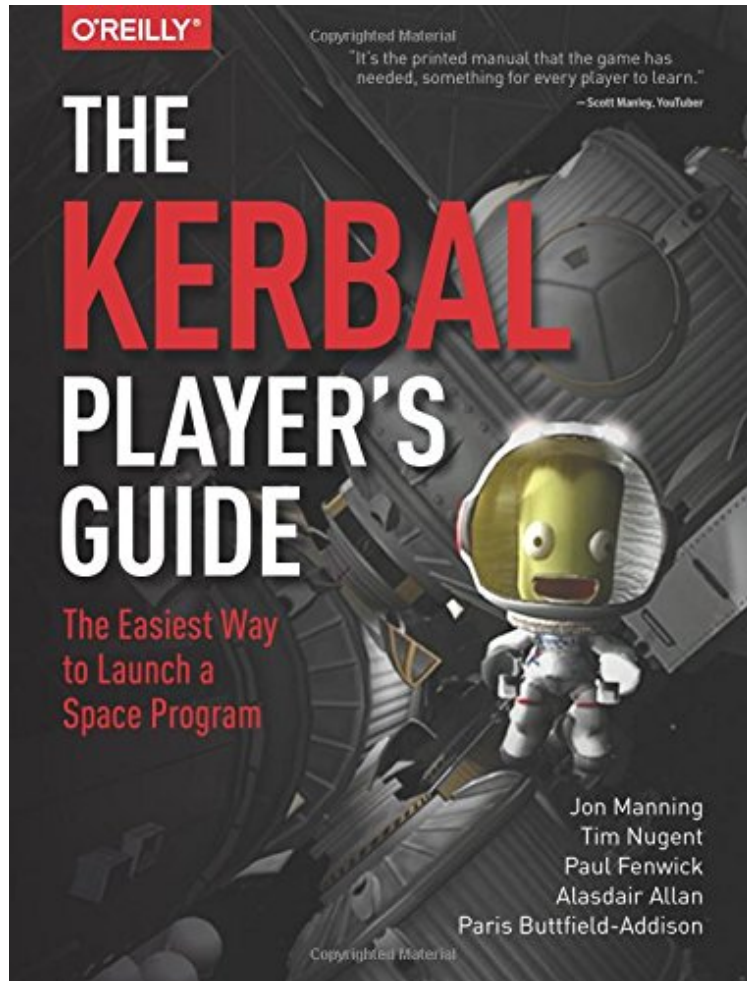


(Mobile library) The Kerbal Player's Guide: The Easiest Way to Launch a Space Program

# The Kerbal Player's Guide: The Easiest Way to Launch a Space Program

Jon Manning, Tim Nugent, Paul Fenwick, Alasdair Allan, Paris Buttfield-Addison  
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**Jon Manning, Tim Nugent, Paul Fenwick, Alasdair Allan, Paris Buttfield-Addison : The Kerbal Player's Guide: The Easiest Way to Launch a Space Program** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Kerbal Player's Guide: The Easiest Way to Launch a Space Program:

9 of 9 people found the following review helpful. Not for the Tyro Fair as a reference manual but not a guideBy E12O6Three 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 programming 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"11 of 11 people found the following review helpful. For people that have looking for a book to help us with kernelBy CustomerI 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.1 of 1 people found the following review helpful. This book will ruin KSP for you.By CustomerI have played a lot of kerbal space program. The fun in the game comes from. The constant failure and your eventual success. There is something about learning and figuring it out on your own that makes this game so fun. Don't ruin it by reading a book on how to launch your space program. Learn and develop on your own and it will be much more fun.

Kerbal Space Program (KSP) is a critically acclaimed, bestselling space flight simulator game. Its 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 nerdsincluding an astrophysicistteach 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, youll 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

"Kerbal Space Program is more than a game, it's a sandbox which has catalyzed players to learn physics, understand engineering, set themselves challenges and perhaps build the occasional monstrosity which pushes the limits of the physics engine. However in this age of digital downloads the game has never had a physical printed manual, and this book sets out to remedy this shortcoming. Guiding the reader through the basic building, flying and astronavigation skills needed to go anywhere in the Kerbol system. It even taught me a few things about modding and electronics. Fly Safe!" - Scott Manley, YouTuberFrom the Inside Flap"It's the printed manual that the game has needed, something for every player to learn" - Scott Manley, YouTuberAbout the AuthorJon Manning is a world renown iOS development trainer and writer, game designer and mobile software engineering wizard.He has co-authored two books on mobile development and enjoys re-implementing such things as OpenGL and the Objective-C runtime (in his spare time).Jon is also a researcher in Human-Computer Interaction working towards a PhD.