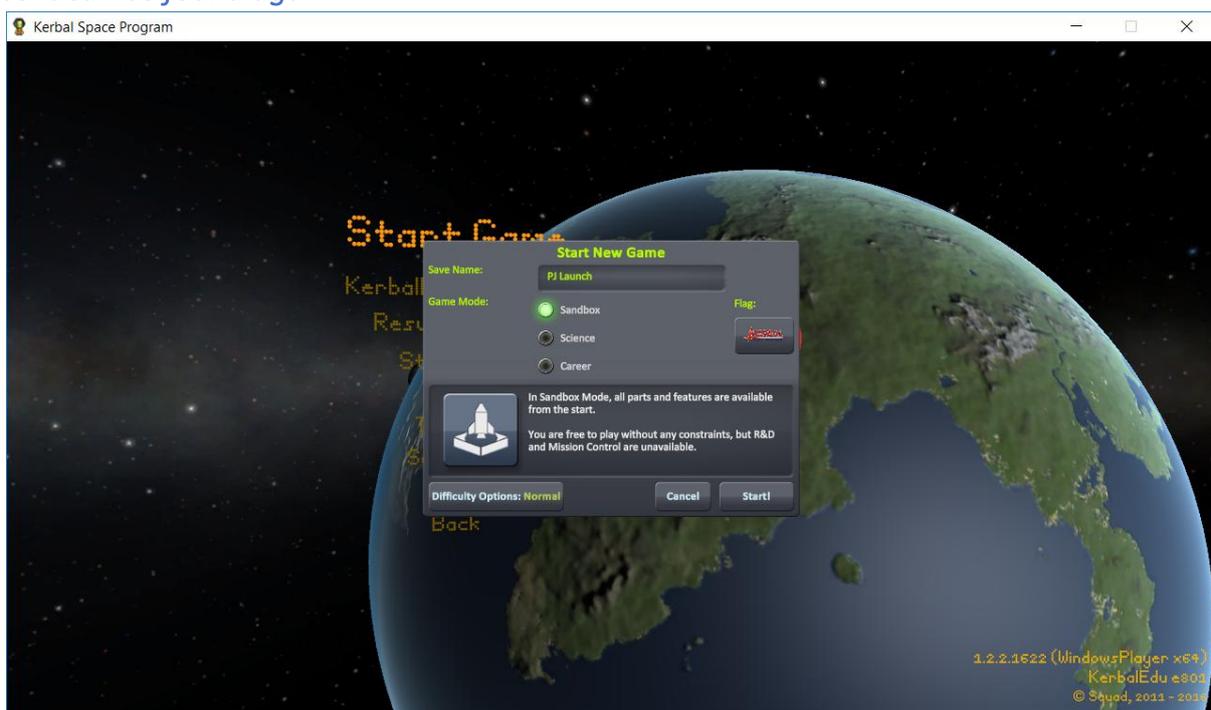




Kerbal – Lets Launch a Rocket!

Welcome to your first space mission, follow these simple instructions and solve the mission problems to launch into space.

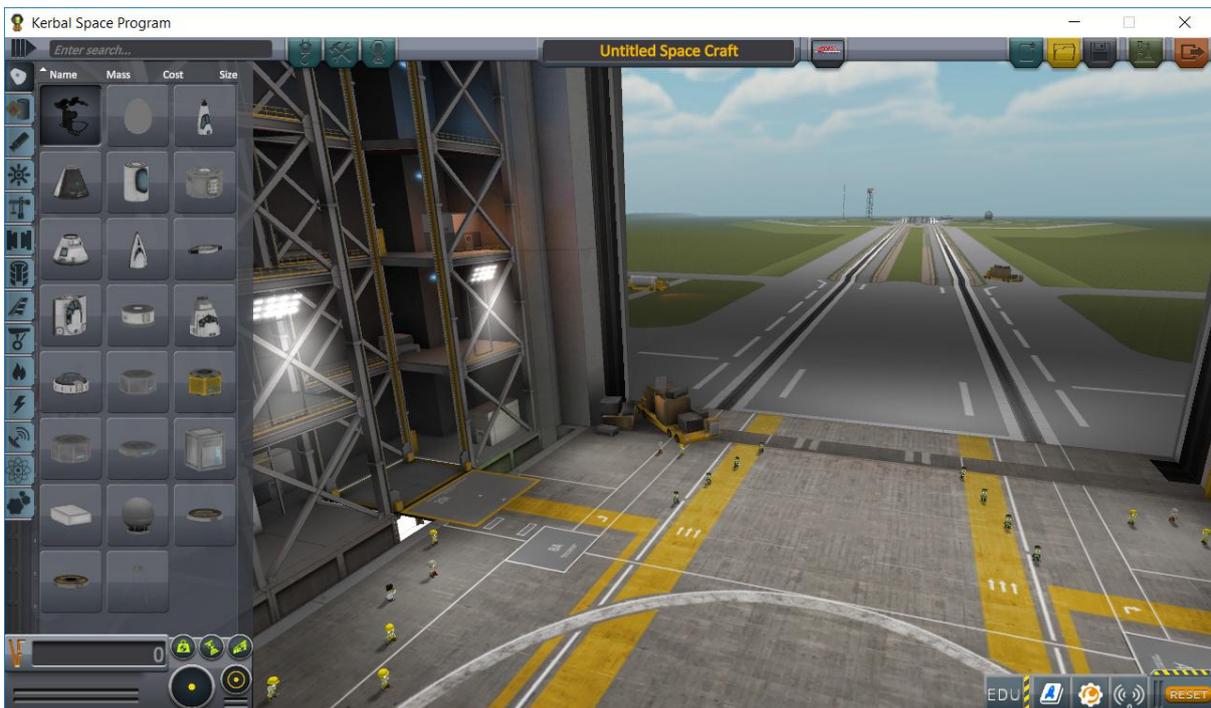
Step 1 – lets open Kerbal – make sure you are in SANDBOX mode and name your rocket so it can be found again



Step 2 – Lets enter the Vehicle Assembly Building (VAB) to build our rocket



And this is what you will see the area we will build our rocket



Step 3 – We first need to add a COMMAND POD and this is done from the toolbar on the left hand side of the screen



Click on the POD 'MK1 Command Pod' and then click in the space in the centre to place the pod in the right area to build the rocket

Step 4 – We are going to add an advanced inline stabiliser under the pod



Same as before click on it and then click on the work area where the rocket is being built – you will see two green lights one on the bottom of the command pod and one on the top of the stabiliser this is to show you where to connect them. Click and move it to connect with the mouse.

Step 5 – We need add 2 x liquid fuel tanks FL-T800 Fuel Tank



Same as before click and then click it into place and do this TWICE so we have two fuel tanks

NOTE – when you have done this click on the rocket and it will have a green line all the way round – this will allow you to move the whole rocket – move it up so we can add the next stage.

Step 6 - Add liquid fuel tank (LV-T30 'Reliant' Liquid fuel engine)

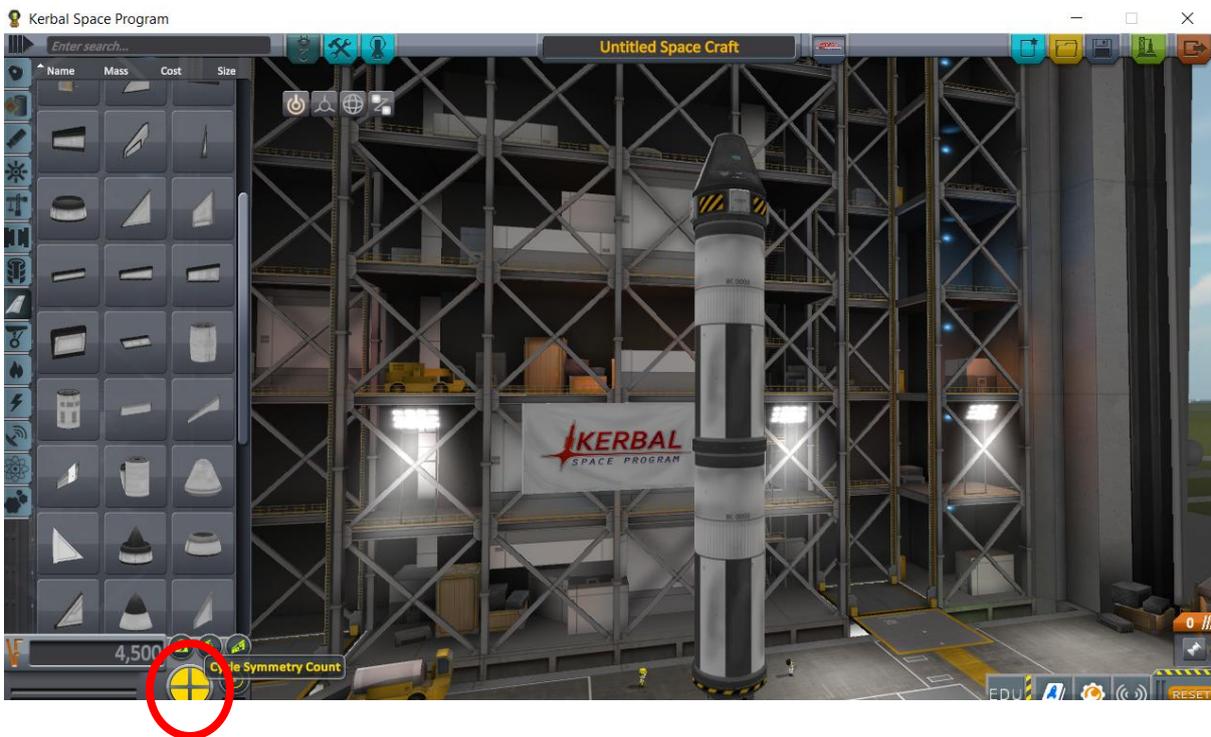


This goes underneath the fuel tanks and you will have needed to move the rocket up to be able to do this

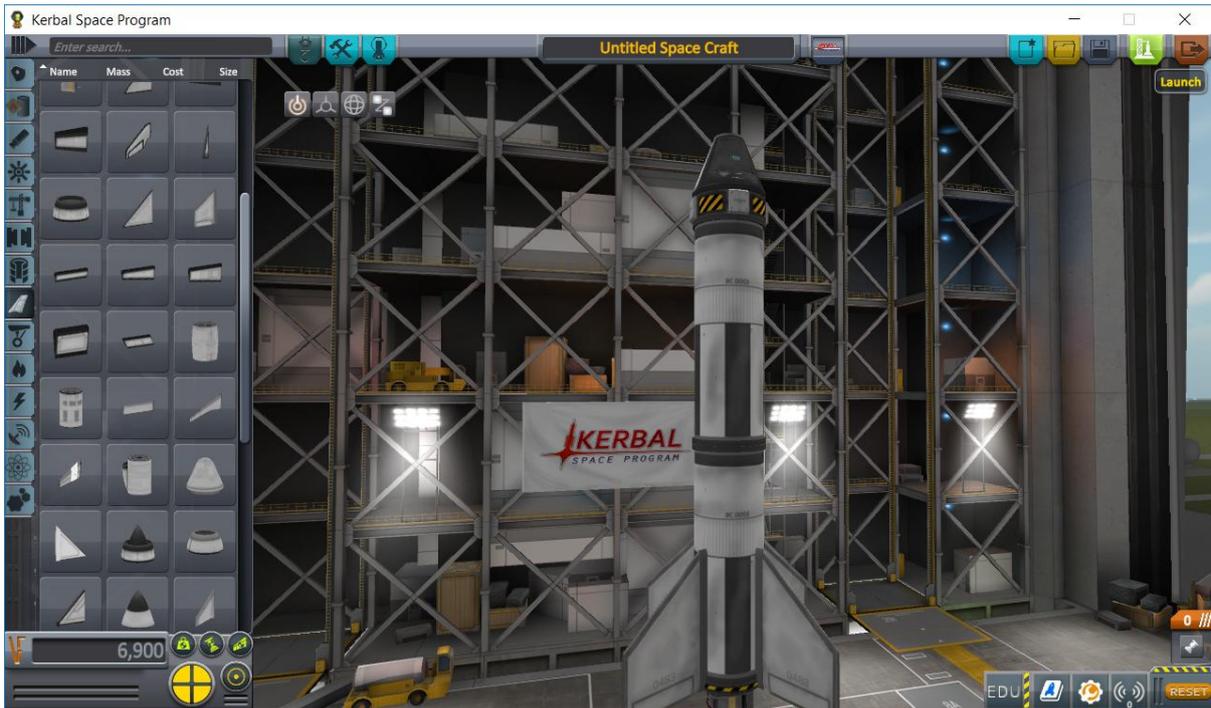
Step 7 – We need to now add the fins and we are going to use the Delta Deluxe



Click on the fins then move to the small yellow circle in the grey circle and click until it is split into 4 – this will allow the fins to be evenly spaced around the rocket when you place them for symmetry.
Shown in screenshot below:

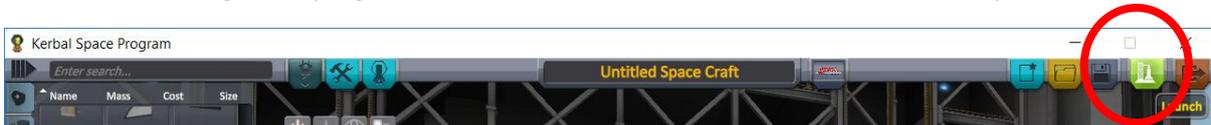


Then click and place the fins onto the rocket and you will see 4 have been placed around the rocket.



Right lets test and launch our rocket

Along the top right is the launch button – click this to move to launch pad

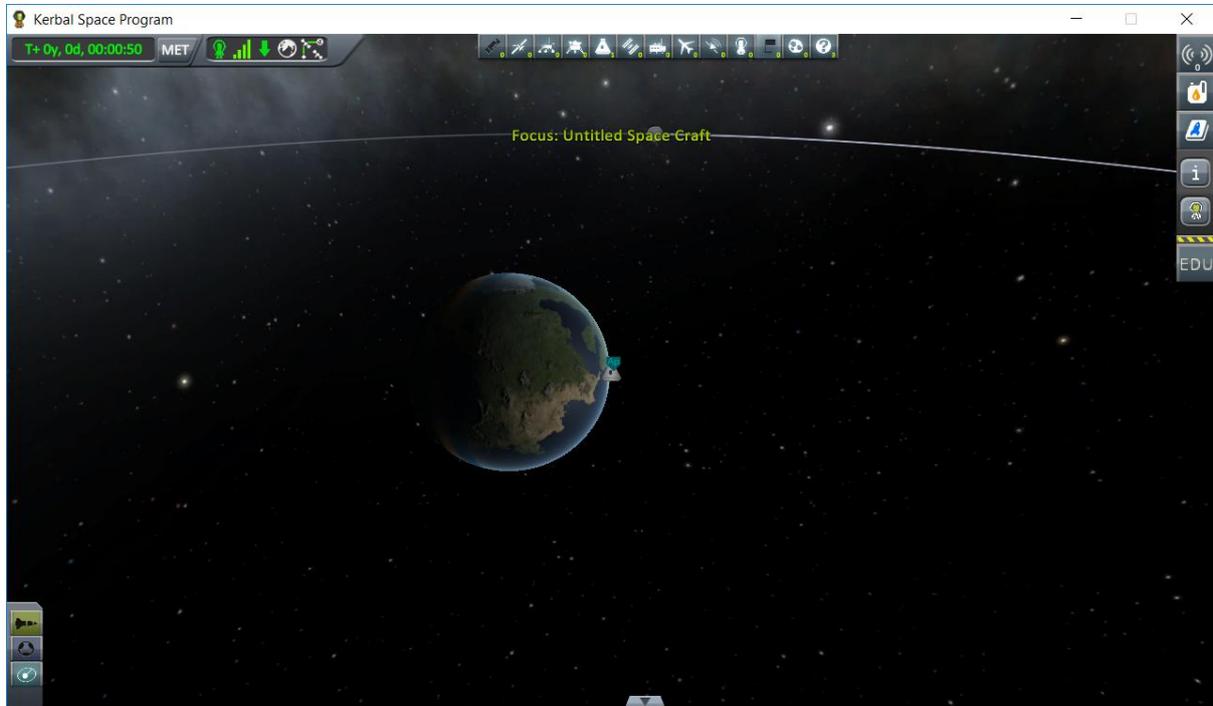


When we are on the launch pad we need to adjust the thrust (*throttle*) (ctrl and shift) and you will see the thrust increase and then press SPACE to launch



And we have LIFT OFF – we can see the rocket climb and enter the atmosphere and continue to climb into orbit.

NOTES – you can press M at any time to go between the rocket view and the map view – the map view lets you see the orbit in relation to earth



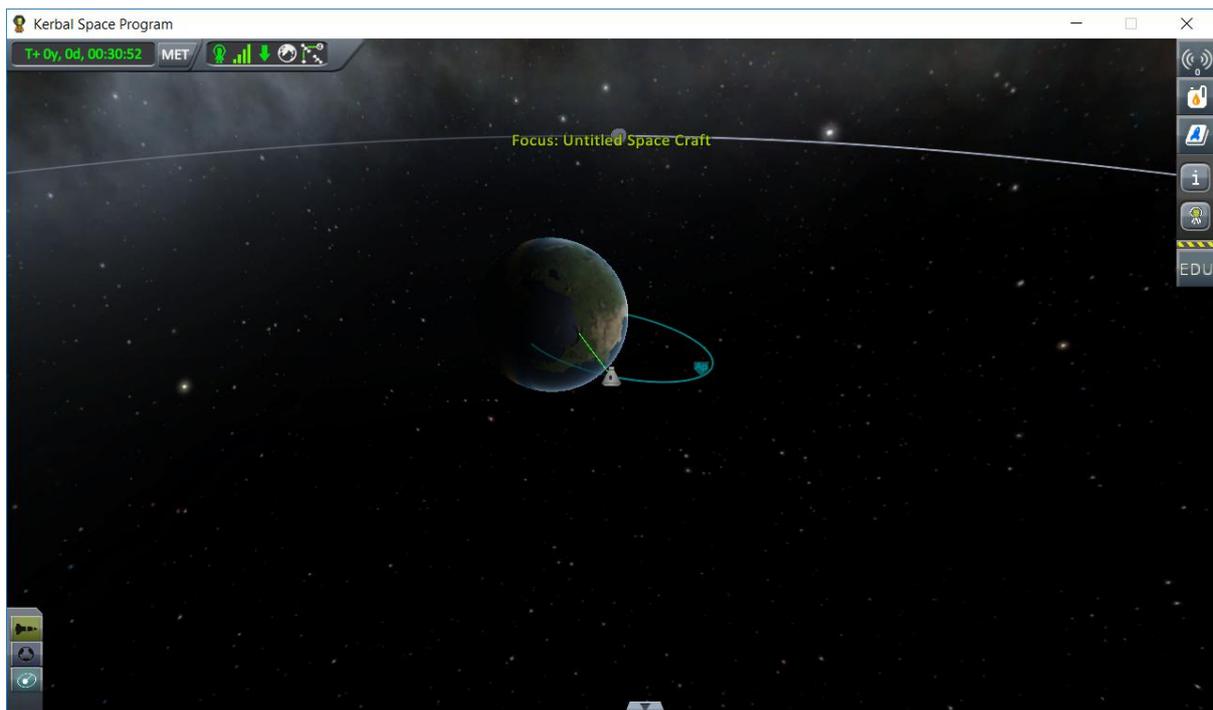
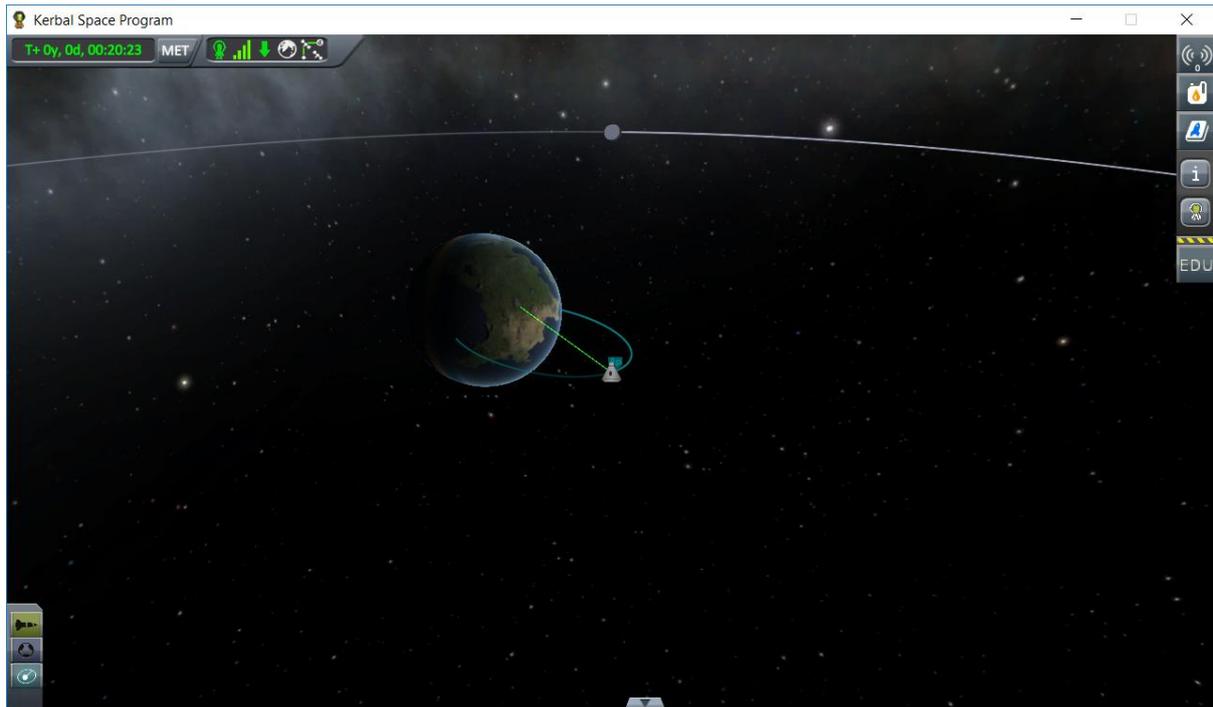
You will see the rocket enter the atmosphere



At this point it is important to let you know that to control the rocket you use WASD and need to make sure the orange dot stays within the yellow circle as much as possible – it is delicate only press it once and see how it adjusts.



You have now launched a rocket into space and are in orbit – you can track the orbit on MAP view





You will return to earth and enter the atmosphere



What happens now?
