

**UKSEDS**  
UK STUDENTS FOR THE EXPLORATION AND DEVELOPMENT OF SPACE



**KERBAL**  
SPACE PROGRAM

**Challenge #1**  
**Mun Scavenger**  
**Hunt**

## The Challenge:

Contenders will need to get to the Mun and take Kerbal selfies next to 8 possible Easter egg landmarks and return safely back to Kerbin.



## Mission description:

Mission type: Manned, scavenger hunt, no mods.

In-game time limit: Unlimited.

Entrants will need to submit a mission document containing 24 photos with captions describing the various stages of the mission in addition to their KSP save file. It is recommended that you start a new sandbox mode titled UKSEDS[Your Name]. Submission must be before Wednesday 9th July and the winners and top 3 submissions will be announced in July's Ecliptic newsletter a week later on the 16th July.

The goal is to get a Kerbonaut (1 or more) to the Mun in a single craft and land at the various landmarks on the Mun, place the provided UKSEDS Flag and take a selfie. There are four key landmarks on the Mun and contenders will need to research their identity, locations and plan how to maneuver their craft to each landmark. The Kerbal(s) should then be safely returned back to Kerbin and make a safe landing. Cheating is discouraged and various rules will be in place to prevent it. For help on mission planning, see sources included at the end of this document.



## Top 3 submissions win prizes

UKSEDS Hoodie and a pristine Skylon Model !!

Winner Announced In July Ecliptic Newsletter !!

## Rules:

- The space craft must be manned.
- One quick save allowed. Unlimited quick loads.
- At least one landmark visited.
- NO MECHJEB.
- NO CHEATING (unlimited fuel, electricity etc...).
- NO MODS.
- Mission restarts are allowed but the number of times tried must be recorded and submitted.
- Number of parts must be included in the starting craft.
- Total mission time must be included.
- Starting and end liquid/solid fuel/oxidiser/ monopropellant must be recorded.

## Photo Submission Guidelines:

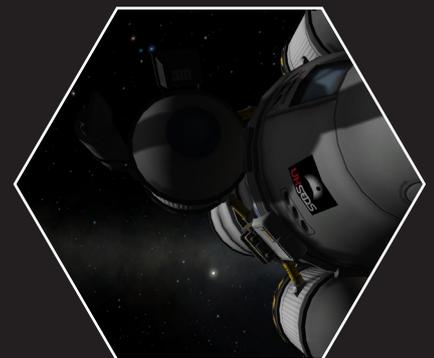
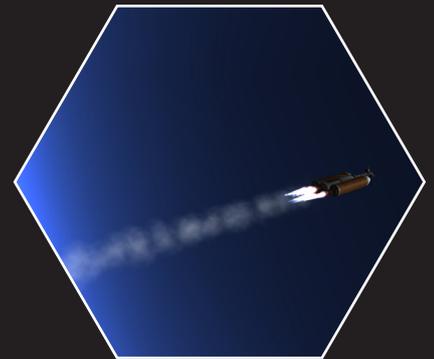
- 24 pictures max.
- Submit photos as JPEG or PNG (preferably PNG).
- Steam Clients use F12 to screenshot in game.
- All images must be full screen (no small windows).
- NO Photoshopping.
- Don't worry about computer graphics quality, as long as its easy to tell what the pictures are.

## Save Game Submission Guidelines:

As proof of no cheating we also require you to send a copy of your save game which can be found in your steam KSP directory:

LocalDisk(C:)/ProgramFiles(x86)/Steam/SteamApps/common/Kerbal Space Program/saves/your save folder

\*Send the save as a compressed folder.



## Scoring Criteria:

### Style:

- Space craft shape (The more eccentric, but flyable scores higher).
- Uniqueness (Does it appear different to most everyday spacecraft).
- Epic factor (Massive or tiny, overpowered or impressively efficient. rocket design??).
- Impossibility (Shouldn't fly but somehow it does...).

### Technical:

- Total part count (less = better).
- Starting mass (less = better) .
- End mass (the more left at the end = better).
- Number of Kerbonauts (more = better).
- Mission time (quicker scores more points).

### Photo Opps:

- Number of landmarks visited (more pics = better).
- Use of artistic license (funny, strange, impressive photos score higher).
- Interesting photo captions (unique ones score higher).

**REMEMBER!** Submit your entrees to [pr@ukseds.org](mailto:pr@ukseds.org) with your name and the required information.

#### Submission Checklist:

Compressed folder with 24 photos max.

A copy of your save game data.

#### Included details on:

Starting and end fuel.

Number of restarts.

Total mission time.

Total part count.

Number of landmarks visited.

Make sure to use the provided flag when you conquer the moon.

