



Challenge #2

The Science Run



The Challenge:

Entrants must collect as much science from the Kerbol System as possible in a single trip.

Mission description:

Mission type: Manned, science gathering, no mods, numerically scored.

In-game time limit: Unlimited.

This mission requires entrants to build a manned space craft packed full of science experiments. The craft will be sent out into the Kerbol system to collect as much science as possible in a single trip. The science vessel must return safely to Kerbin.

It is recommended that you start a new **Career** mode titled **UKSEDS#2[Your Name]**. Final submissions must be before Friday 15th August midnight.

Entrants are scored on the amount of science they bring back safely to Kerbin. Each person can have multiple submissions, as we are looking for the highest scorer. Every submission will be added to our scoreboard on our website. Contenders are encouraged to regularly check our scoreboard to stay ahead in the competition.

The winner will be announced in the August Ecliptic newsletter on the 20th Au-



**Highest Score Wins a
Reaction Engines Skylon
Model!**

Rules:

All preparation must be carried out **before** the manned science vessel has left Kerbin spaceport. As soon as the manned science vessel has left the ground, no more supporting craft can be launched to accompany the science vessel.

- One quick save allowed. Unlimited quick loads.
- NO MECHJEB.
- NO CHEATING (unlimited fuel, electricity etc...).
- NO MODS.

Photo Submission Guidelines:

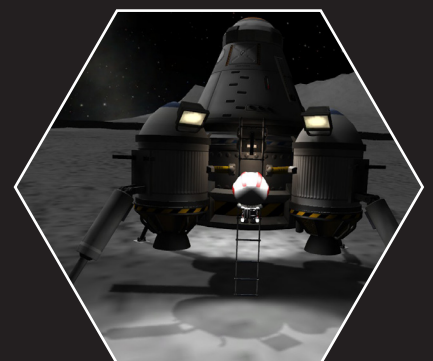
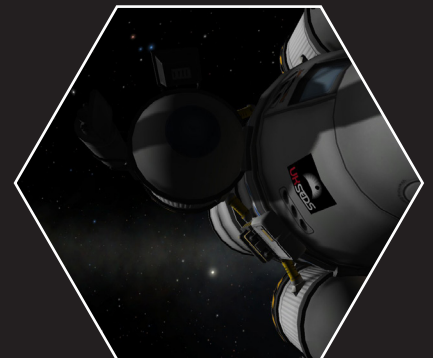
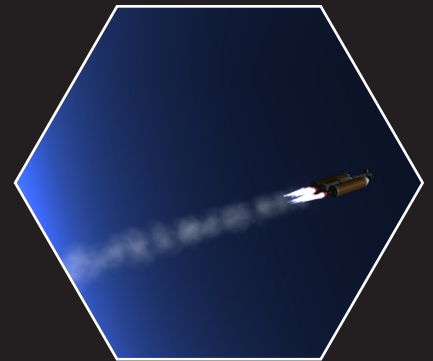
You must submit a photo of the science summary after safely landing on Kerbin. We need this as proof of your science attainment (see scoring criteria).

- 5 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.

Save Game Submission Guidelines:

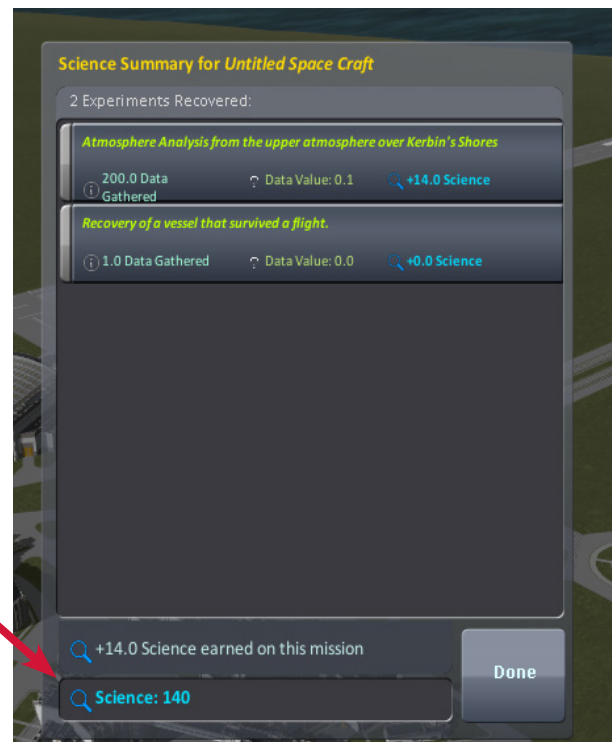
We require you to send a copy of your save game which can be found in your steam KSP directory:

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



Scoring Criteria:

Get as much as possible
and return to Kerbin.



Additional scoring chart:

	25 Points	50 Points	100 Points
End fuel (% of starting)	5 - 10 %	11 - 25 %	> 25 %
Mission time (Kerbin years)	2 - 3	1 - 2	< 1 (must escape Kerbin orbit)
Initial part count	400 - 300	299 - 100	< 200
Returning space craft mass (% of starting	1 - 25 %	26 - 49 %	>50 %

Supporting Information for Kerbal Newbies:

- Helpful guide: <http://flyonbudget.onegiantleap.info/index.html>
- KSP Wiki http://wiki.kerbalspaceprogram.com/wiki/Main_Page

REMEMBER! Submit your entrees to
pr@ukseds.org with your name and the
required information.

Science Mode setup guide (v0.24 update):

In science mode not all parts are available to start with like they are in sandbox mode. But science is not available in sandbox mode so to take part you must be in science mode.

However, to give you a fighting chance, we suggest the following method to unlock all parts in career mode.

Warning: This method requires some alteration of KSP save data. Always back up your files before you attempt this.

- 1) Create a new science mode game. Exit this after saving.
- 2) Go to your KSP 'saves' folder in your KSP directory (see save game submission info).
- 3) Open your newly created science mode save folder.
- 4) Open the persistent.sfs file in a text editor (i.e. notepad).
- 5) Locate the following lines of code:

```
SCENARIO
{
    name = ResearchAndDevelopment
    scene = 5, 6, 7, 8, 9
    sci = 0
```

- 6) Change this to:

```
SCENARIO
{
    name = ResearchAndDevelopment
    scene = 5, 6, 7, 8, 9
    sci = 10738
```

- 7) Open KSP game and go to your science mode and you should have enough science to unlock the whole tech tree.

Submission Checklist:

- Compressed folder with 5 photos max. ☐
- A screenshot with post mission science summary. ☐
- A copy of your save game data. ☐

Included details on:

- Total science. ☐
- Starting and end fuel. ☐
- Total mission time. ☐
- Total part count. ☐
- Start and end spacecraft mass. ☐