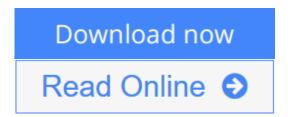# The Kerbal Player's Guide: The Easiest Way to Launch a Space Program

By Jon Manning, Tim Nugent, Paul Fenwick, Alasdair Allan, Paris Buttfield-Addison

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Kerbal Space Program (KSP) is a critically acclaimed, bestselling space flight simulator game. It'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 nerds—including an astrophysicist—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, you'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 rockets
- Capture an asteroid and fly it into a parking orbit
- Travel to distant planets and plant a flag
- Build a moon rover, and jump off a crater ridge
- Rescue a crew-mate trapped in deep space

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Editorial Review

Review
"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, YouTuber**

From the Inside Flap
"It's the printed manual that the game has needed, something for every player to learn" - **Scott Manley, YouTuber**

About the Author

Jon 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.

Tim Nugent pretends to be a mobile app developer, game designer, PhD student, and now he even pretends to be an author. When he isn't busy avoiding being found out as a fraud, he spends most of his time designing and creating little apps and games he won't let anyone see. Tim spent a disproportionately long time writing this tiny little bio, most of which was spent trying to stick a witty sci-fi reference in, before he simply gave up. Tim can be found as @The_McJones on Twitter.

Paul Fenwick is an internationally acclaimed public speaker, developer, and science educator.

Alasdair Allan is a scientist, author, and hacker. Originally an astrophysicist he now works as a consultant and journalist, focusing on open hardware, security, and emerging technologies. In the past he has mesh networked the Moscone Center, caused a U.S. Senate hearing, and contributed to the detection of what was--at the time--the most distant object yet discovered.

Paris Buttfield-Addison is a mobile app engineer, game designer, and researcher with a passion for making technology simpler and as engaging as possible. Paris recently submitted a PhD investigating how people use tablets for information management.

Users Review

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Stanley Roman:

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Anthony Alfaro:

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