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Nota di contenuto	Copyright; Table of Contents; Preface; Audience; Organization of This Book; Part I; Part II; Part III; Conventions Used in This Book; Supplementary Material; O'Reilly Safari; How to Contact Us; Acknowledgments; Jon, Paris, and Tim; Alasdair Allan; Paul Fenwick; Part I. Getting Started; Chapter 1. You Will Go to Space Today; Getting Kerbal Space Program; Going to Space; Getting Started; Accepting a Mission; Building the World's Simplest Rocket; Launching the World's Simplest Rocket; What to Do Next; Chapter 2. Rockets!; Rocket Design; Design for Your Mission; Forces on Your Rockets; Shape Building a Rocket Vehicle Assembly Building; Rocket Parts; Connecting the Rocket; Remember the Mission; Getting Back Down; Summary; Chapter 3. Maneuvers; Launching into Orbit; The Launch Pad; Test Rocket: TKB-01 "Let's Hope This Works"; Launching the Rocket; Launching; Establishing an Orbit; Circularizing; Maneuver Nodes; Doing an EVA; Reentry; Landing (and Walking Away from It); Docking; Test Rocket TKB-DK-2: "In-Orbit Construction Is Totally in Now"; Rendezvous; Approach; Docking; Resource Management; Undocking; Summary; Chapter 4.

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Sommario/riassunto

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. Perfect for video game players, simulation game players, Minecrafters, and amateur astronomers.
