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In Sandbox, you are free to build any spacecraft you can think of, with all parts and technology in the game.. Although there are no official targets, the implicit goal is for players to successfully leave Kerbal astronauts exploring the solar system.. Kerbal Space Program features three gameplay modes In Science Mode, perform space experiments to unlock new technology and advance the knowledge of Kerbalkind.. Add to this the ability to capture asteroids (a feature done in collaboration with NASA), Mining for resources out across the furthest reaches of the Solar System, Constructing Bases and Space Stations in and around other worlds; plus literally thousands of mods from a huge active modding community, all add up into the award-winning game that has taken the space sim genre by storm.. About This Game: In KSP you must build a space-worthy craft, capable of flying its crew out into space without killing them.

So strap yourself in, and get ready to try some Rocket Science! The game offers three gameplay modes: Sandbox, in which you are free to build anything you can think of; Science Mode, which lets you perform Scientific experiments to advance the knowledge of Kerbalkind and further the available technology; and Career Mode, in which you must manage every aspect of your Space Program, including administration strategies, Crew Management, Reputation, as well as taking up Contracts to earn Funds and upgrade your Space Center Facilities (or repair them).. Kerbal Space Program (KSP) is a sandbox-style space flight simulator video game, currently in development for Windows, Mac OS X and Linux by Squad.

In Career Mode, oversee every aspect of the space program, including construction, strategy, funding, upgrades, and more.. In Kerbal Space Program, players take command of the space organization of Kerbin planet and are responsible for tasks including mission planning, rocket design and space navigation and piloting.

At your disposal is a collection of parts, which must be assembled to create a functional ship.. The first public Kerbal Space Program alpha version was released on June 24, 2011 and updates have been released ever since.. Each part has its own function and will affect the way a ship flies (or doesn't).

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