



KERBAL ROCKETRY CHALLENGE RULES



OVERVIEW

Congratulations! You and your team have been selected for a new mission: the Kerbal Rocketry Challenge. With a fixed-price contract, you and your teammates must design a rocket as efficiently as possible to recreate a crewed lunar landing.

REQUIREMENTS

Teams must build a rocket that can safely carry three astronauts, or in this case “kerbonauts” to the Mun, land safely, plant a flag, and return to Kerbin with crew and spacecraft unharmed. As proof, your team will need to provide

- A .ZIP folder containing your submission’s save file
- Three screenshots, with the user interface visible, displaying:
 - o Your rocket on the launch pad
 - o Your kerbonaut and flag planted on the Mun
 - o Your craft safely landed and returned to Kerbin

Teams must download the “Kerbal Rocketry Challenge” save file from our online portal. This save file provides 250,000 Funds that teams may use to build their rocket, as well as all of the technologies they are allowed to use already researched.

[Click here to download the “Kerbal Rocketry Challenge” save file.](#)

To load the save file, first extract the files from the .ZIP folder. Then, go to the “saves” folder in your game’s root directory and drag the extracted “KRC” folder into your “saves” folder.

[Click here for instructions on finding your game’s root directory.](#)

Teams are free to experiment and practice using other save files, but your submission must use the provided save file.

Teams must also download the “American Rocketry Challenge Flag Pack” and use either the American Rocketry Challenge logo, or one of our sponsor’s logos, in their final submission.

[Click here for instructions on how to load these flags into your game.](#) Begin at Stage Three in these instructions.

Your team's submission will also need to follow the following rules:

- All submissions must be played on the game's "Career" mode.
- A team's final submission must use the provided save file.
- The submission must only consist of one launch: the crewed lunar landing and return.
- No additional technologies, buildings, or contracts may be used in your submission.
- No add-ons, modifications, or other downloadable content other than the American Rocketry Challenge Flag Pack may be used.
- No cheats, console commands, exploits, or techniques such as part clipping may be used in a submission

SCORE

Each team's submission will be scored based on the total cost as displayed in the Vehicle Assembly Building (VAB) or Spaceplane Hangar (SH). One point will be given per one Funds used, meaning a team with a mission that uses 200,000 Funds will have a score of 200,000. The lower a team's score, the better. In the event of a tie, the submission with the lower part count as displayed in the VAB or SAH will win.

JUDGING

A group of AIA judges will review each submission to ensure it abides by the requirements, and no mods, addons, or exploits were used in the design of the rocket.

PRIZES

The first place team will receive \$3,000. Second place will receive \$2,000, and third place will receive \$1,000.

SUBMISSIONS

Teams must upload their save file and screenshots to the [American Rocketry Challenge online portal](#). Only one submission is permitted per team.

The deadline for uploading your submissions is **11:59 PM EST on August 9**.

Winners will be announced at our live awards ceremony on August 17.

2020 KERBAL ROCKETRY CHALLENGE

8/3 – Rules Clarification

MISSION GOALS

- **After landing on Kerbin and taking your screenshot, your mission is complete. Do not recover your craft at the space center. Simply save your mission and close your game.**
- For landing on the Mun, only one Kerbonaut is required to land and perform the EVA and plant the flag. The planted flag must be visible.
- For landing on Kerbin, the Kerbonauts must be inside a craft during the entire re-entry and landing process.

CONSTRUCTION

- A “craft” is defined as at least one single part, or stage(s) of parts.
- Stage separation, jettisoning parts, and multi-stage or multi-craft designs are permitted
- The intentional destruction of parts on a craft, such as using a strut instead of a stage separator, is permitted.

EXPLOITS AND DEFINITIONS

- For the purposes of the rules “part clipping” is defined as “deliberately placing parts so that the majority of one part is inside the solid model of another part.”
 - Minor clipping of parts that are adjacent to each other is permissible.
- Using the EVA jetpack to push your craft as the main source of propulsion is not permitted.

JUDGING

A panel of AIA judges will review all submissions to the Kerbal Rocketry Challenge. The judges will load the submitted save files and, through several methods including checking the in-game Results Screen and mission log, verify that the mission completed each objective listed. Then, the rocket design will be evaluated in the Vehicle Assembly Building or Spaceplane Hangar to verify that the stated Funds cost and parts count are correct.

Top submissions may be asked to provide additional details or explain certain aspects. To expedite this, **we suggest, but do not require**, your team record your submission.

So long as the recording clearly shows your mission, and the user interface is legible, it can be sent to us for verification purposes should be request it. This recording can be made in a variety of ways.

Many programs are available that can record your computer screen. [Click here to read our instructions on using Open Broadcaster Software to record your mission on your computer.](#)

You may also set up an external camera, such as your smartphone aimed at your computer screen, to record your mission. When recording in this way, we suggest you stabilize your camera using a tripod or other method. If doing so, please ensure that the recording captures your screen in a clear and legible way.