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.