

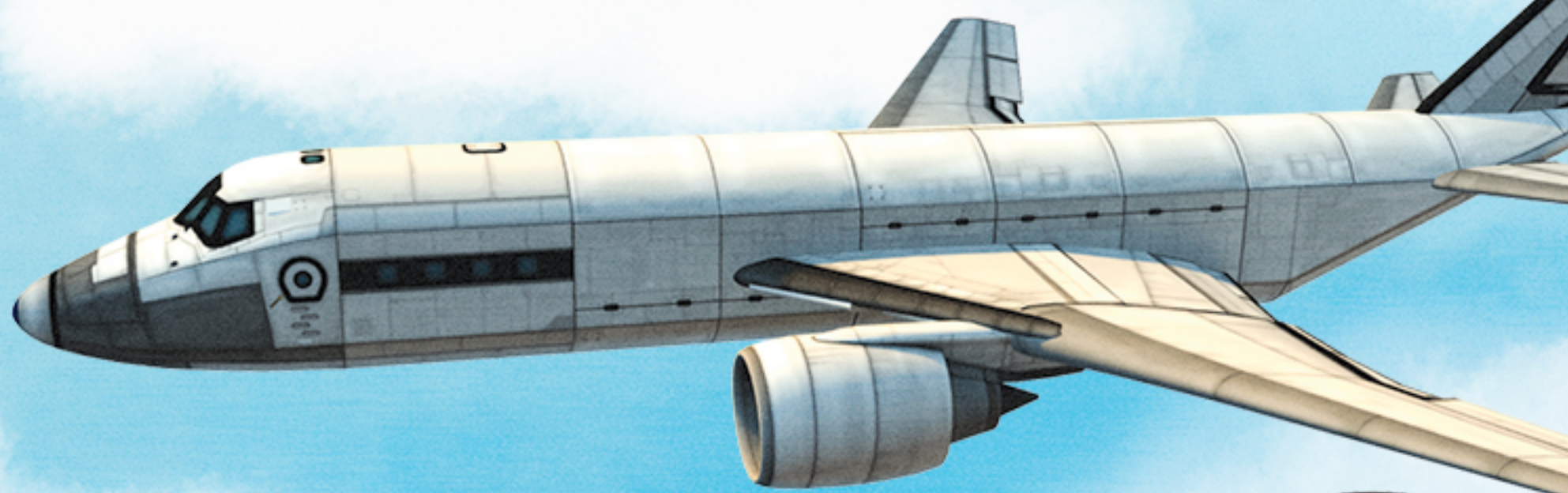
# THE KERBAL CHRONICLES



KERBIN'S  
YURI KERMAN



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A message from the editor:



**W**e live in incredible times indeed. Today we can orbit around Kerbin and return before evening to create another exciting mission with little delay.

For millennia kerbal-kind has gazed upon the stars and dreamed of the moment when they can finally see space as reachable as their own backyard, where thousand of stories and missions are taking place.

Mission accomplished: Brave Yuri Kerman orbited around Kerbin, and right now the amazing mission design division is already planning new and more ambitious missions to take our space program to new heights!

This magazine you are reading includes some of the most exciting missions, scandals and day to day activities kerbal-kind has had the honor to participate in, but this is just the beginning.

Thanks to **Kerbal Space Program: Making History Expansion** anyone can be a mission designer!

Hunter S. Kerman

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# How Do Astronauts Wear Their Helmets?

By Mike Kerman

The second most asked question to all astronauts beyond “how do they go to the bathroom in space”, is “how do they wear their helmets?” The helmet is a vital component of an astronaut’s spacesuit. It keeps the air they breathe in, and the vacuum of space out. Its visor offers unparalleled visibility while blocking the harmful rays of Kerbol.

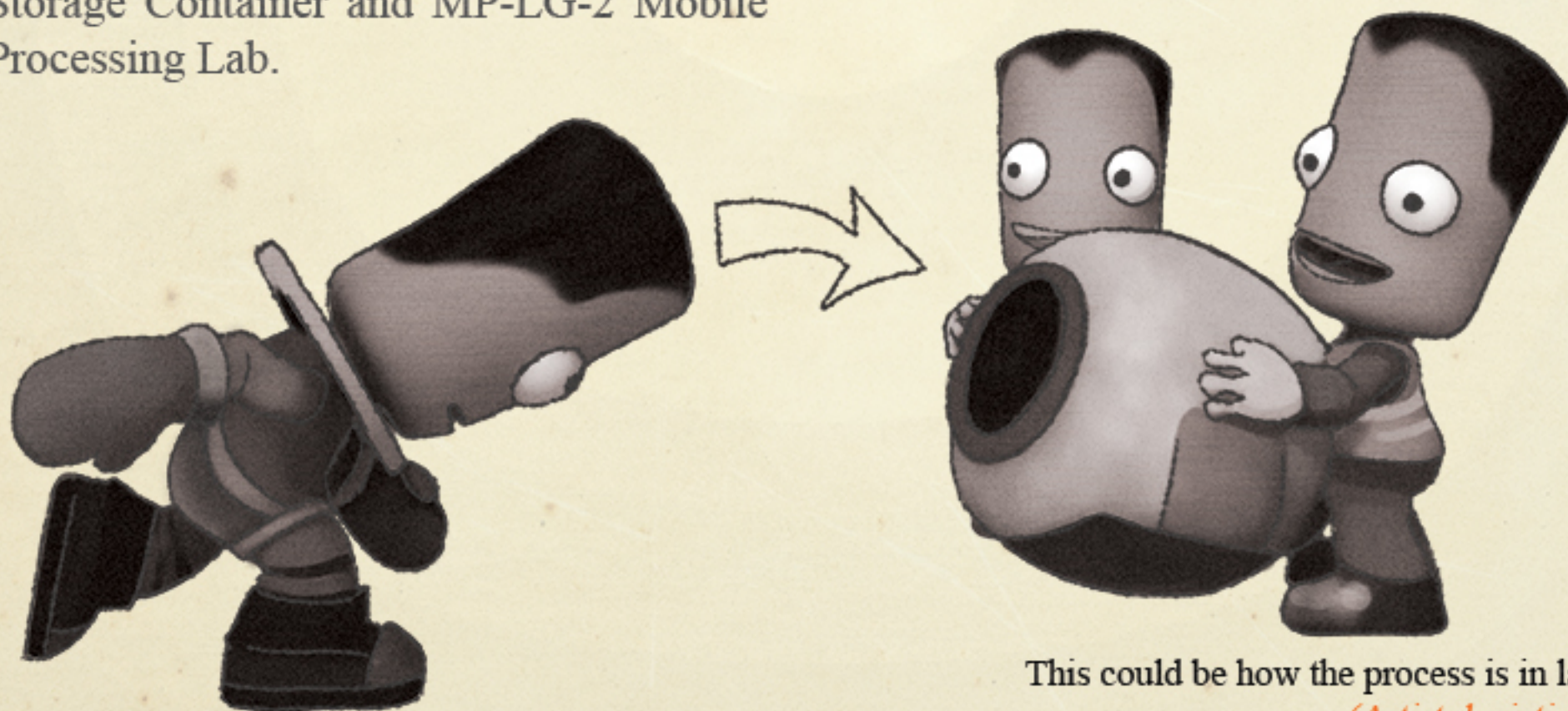
But as any kerbal can tell you, our arms are too short to reach the tops of our heads, so just how do the astronauts wear their helmets? Do they use mechanical arms? Are the helmets equipped with Reaction Control System (RCS) thrusters? Do they get help? This investigative journalist attempted to find out.

To test the mechanical arm theory, while touring Kerbal Space Center, I examined the insides of the crew capsules used by the astronauts as well as the Hitchhiker Storage Container and MP-LG-2 Mobile Processing Lab.

There were no indications of mechanical arms mounted to the insides or tucked away in some storage drawer. Instead, storage containers held items like trash, garbage, and rubbish.

Next I looked at one of the space suits used by the astronauts, and sure enough, the helmet had no RCS thrusters that let the astronaut pilot it and dock it to the suit collar. The only possible conclusion is that they get help. That would make sense for the three-kerbal Mk1-2, but what about the Mk1? Or the Mk3 cockpit, when only one astronaut is aboard?

“It’s classified,” is all Bill Kerman, one of the “Original Four” astronauts, would say on the subject. Why would that be? Do they use alien technology from some crashed flying saucer to wear their helmets? Unfortunately, for now, the answer remains a mystery.



This could be how the process is in land.  
(Artist depiction).



# CAN JEB FLY ?

By Acea Kerman

The first time I met Jeb he was sitting in his junkyard waving a hammer.

"It's not common to see a junkyard near a fully-functional space center on Kerbin", said Wernher, when he was playing with matches under a rocket on the launchpad, which was filled with liquid fuel and oxygen. Luckily, he didn't get blown away at that time.

Of course he didn't, or I'd be now driving a truck delivering rubbish to this guy in front of me.

"Hey Bill," without moving eyes off his work, Jeb said, "Do you think this boy can fly?"

I stared at him for a while and replied: "Do you mean your hammer or that large rubbish bin you're slamming?"

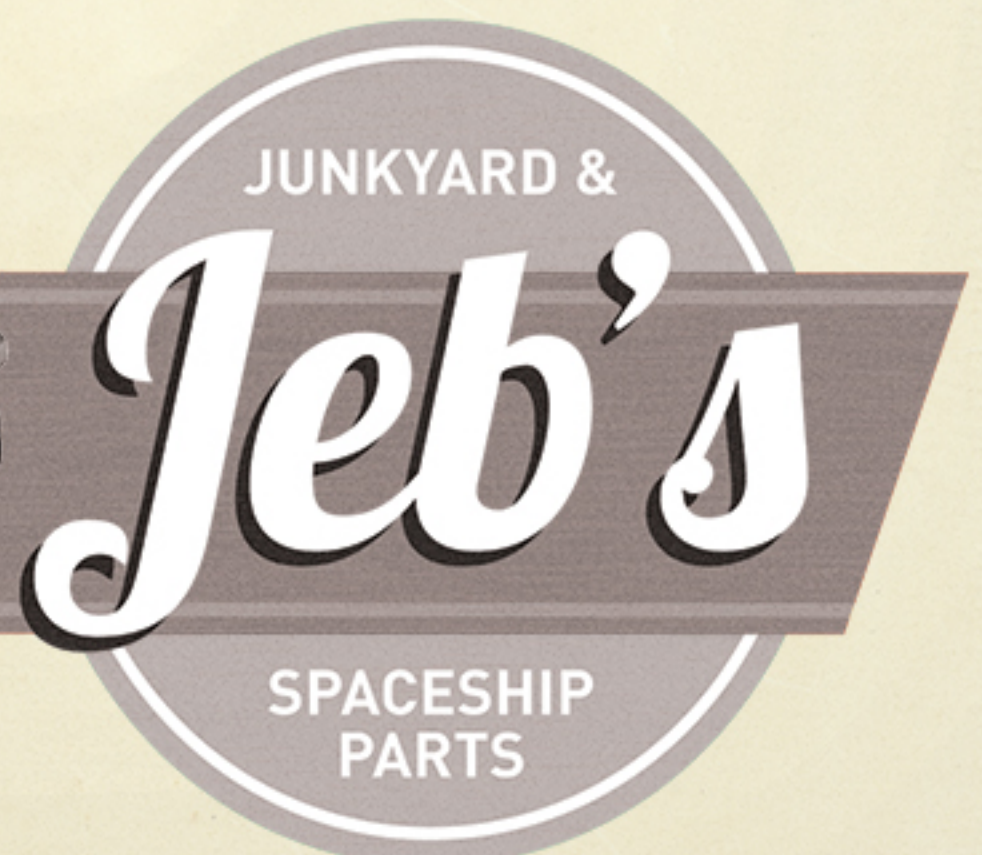
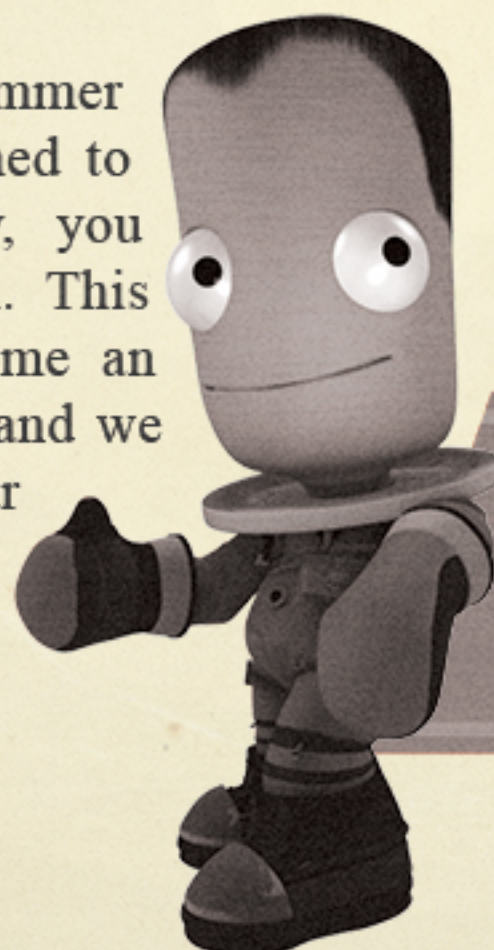
The noise of the hammer stopped and Jeb turned to me: "Come on guy, you really need a dream. This will eventually become an awesome spaceship, and we can go far beyond our border."

He looked so serious that I could barely laugh, so instead I asked: "When do you think it will?"

"Eventually Bill," said Jeb, glancing at the sky, "Eventually." I thought of Jeb as an amazing dreamer from that day on.

A few years later I was sent on a mission by the KSC, to fly a prototype spacecraft and run some experiments

- "Let me see, the ship was manufactured by... eh, Jebediah Kerman's Junkyard and Spaceship Parts Co...KSC Command can I get off this piece of crappy metal? Yes please stop it, abort launch as soon as possible. This is no joke and stop that damn countdown right noAHHHHHHHHHHHHHHHHHH!"





# THE RACE FOR THE STARS BEGINS

*By Robert Kerman*

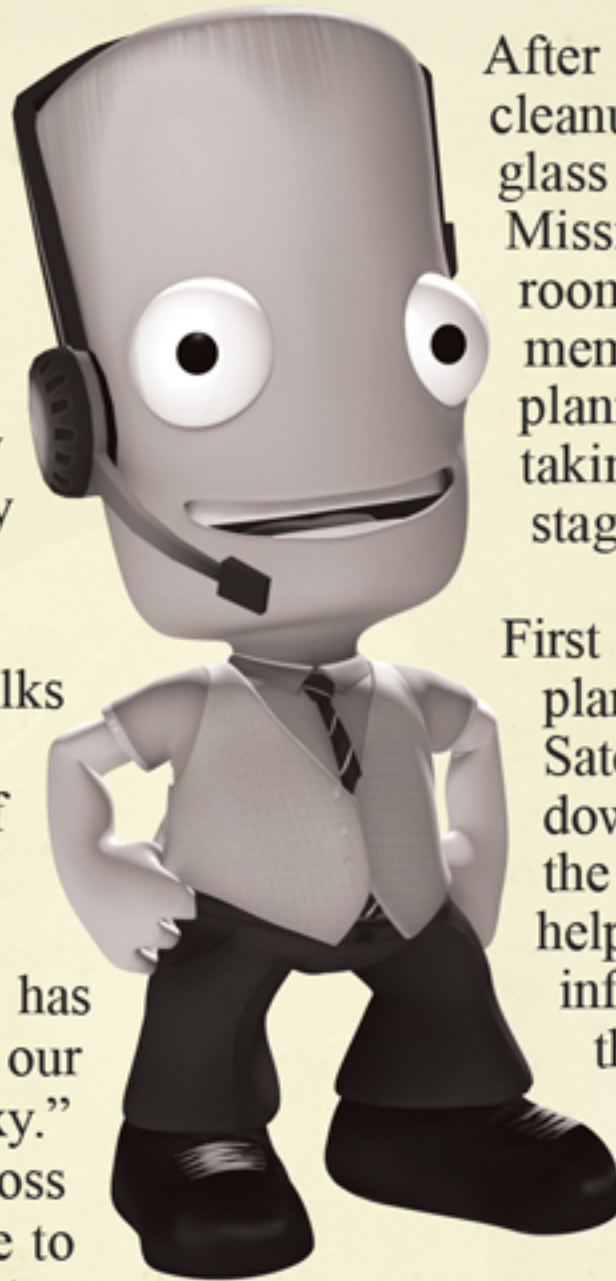
What was once touted as Science Fiction by our great novelist Jules Kerbin is now one step closer to Science Fact. In the hallowed halls of the majestic Kerbal Space Centre the brains behind an audacious technological leap forwards are busy tinkering and tweaking their way towards the future.

Gene Kerman, Mission Director, talks to us as he sips a cup of Joe. He looks up at a huge board with a myriad of schematics and drawings on it.

“We want to go where no Kerbal has gone before, to extend the reach of our planet and explore the known galaxy.” He pauses, a rye smile creeping across his face. “There’s so much out there to see and do and we’ve already wasted so much time... now we need to get to work and move forward!”

As Gene takes us through a tour of what these brave men and women are proposing we can’t help feel a sense of awe. Within a matter of months the first Kerbin-made object will lift off and for the first time orbit our tiny little rock hurtling through the vastness of space.

“It’s all about the act of keeping the momentum going,” Gene states excitedly, “we will start by orbiting Kerbin with unmanned Satellites, then move on to sending Kerbals up into Space for extended periods of time, and then...” Gene pulls a dart out of a dartboard nailed to a wall. He throws it and with a loud bang it hits a fuzzy photograph of the Mun (unfortunately the picture was stuck to a glass window which then shatters, but the point is made).



After Gene oversees the cleanup operation of the broken glass we continue our tour of Mission Control. We see rooms and rooms of team members hard at work planning Missions, busily taking our species to the next stage of evolution.

First on the agenda for these planetary pioneers will get a Satellite into Orbit to beam down data from high above the planet’s surface. This will help provide valuable information that will ensure that those Kerbals that have the prestigious honor of blasting off into space will not only survive, but thrive in the cold harsh climate of space.

Following on from this Gene points out that we will then be putting Kerbals into space, having physical beings orbit our great planet rather than inanimate machinery. We will then look to the Mun and begin a series of missions to take us ever onwards to setting foot on the surface of that mysterious object seen in the night sky. And from there the future really isn’t set, as Gene points out:

“One day we’ll visit the other planets in our system,” Gene says, “in our lifetime we’ll set foot on other celestial bodies... of that I have no doubt. But, for the moment we’re aiming for the Mun - the rest will have to wait.” Gene winks at us and smiles as he escorts us further into the KSC.



As we turn a corner we see an incredible sight, in a room we see an otherworldly suit on display - inside it a Kerbal is running through some tests. Scientists are busily making notes on clipboards and getting this brave Astronauts to perform various tasks, including getting in and out of a crudely made mockup of something in the shape of a cone. Gene points to the Astronauts:

“Jebediah is one of our finest. He was top of the class in the selection rounds.” As we are ushered away we see Jebediah fall out of the hatch and land on his back, arms and legs flailing as he tries to turn himself the right way. Scientist rush over and get him back on his feet and they all have a good laugh.

“Do you want to see something truly spectacular?” Gene asks. He doesn’t need an answer from us as he already knows it. Gene opens a door and we walk into a huge room, no lights are on and we can barely see our hands in front of our faces. We can just make out Gene as he walks over to a control panel. As he flicks a switch there is a clunk and a flicker of lights. In front of us, towering 100 feet in the air is a huge rocket, a majestic beast that will carry all our hopes and dreams.

“This is only the beginning of our journey,” Gene states, “this here is a baby compared to what we will have in a few short years. Our teams are researching and developing technology that seemed inconceivable a few years ago. So where do we go from here you ask? Well, anywhere of course!”

On this crystal clear night, as we leave, we can’t help but notice that the Mun seems to be beaming brighter than we’ve ever noticed. All around it the stars glisten and twinkle in the night sky and call to us. All the hopes and dreams of our people are, for the moment, contained here within this centre of excellence. Here at the KSC where brilliance and endeavour is being put into motion, where sweat and tears are shed every day, and where the brightest and yes sometimes clumsiest of our minds are sending us to places our grandfathers only dreamed of.

Soon though the sky will be lit on fire as majestic metallic contraptions break through the confines of our atmosphere, and take us one step at a time closer to the future.





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g! Astronauts need  
before dinner is  
ou got it!"

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budding Astronauts the  
opportunity to see your  
plans lifting off!"





# IS JEBEDIAH KERMAN AN IMPOSTOR ?

By Léo Kerman

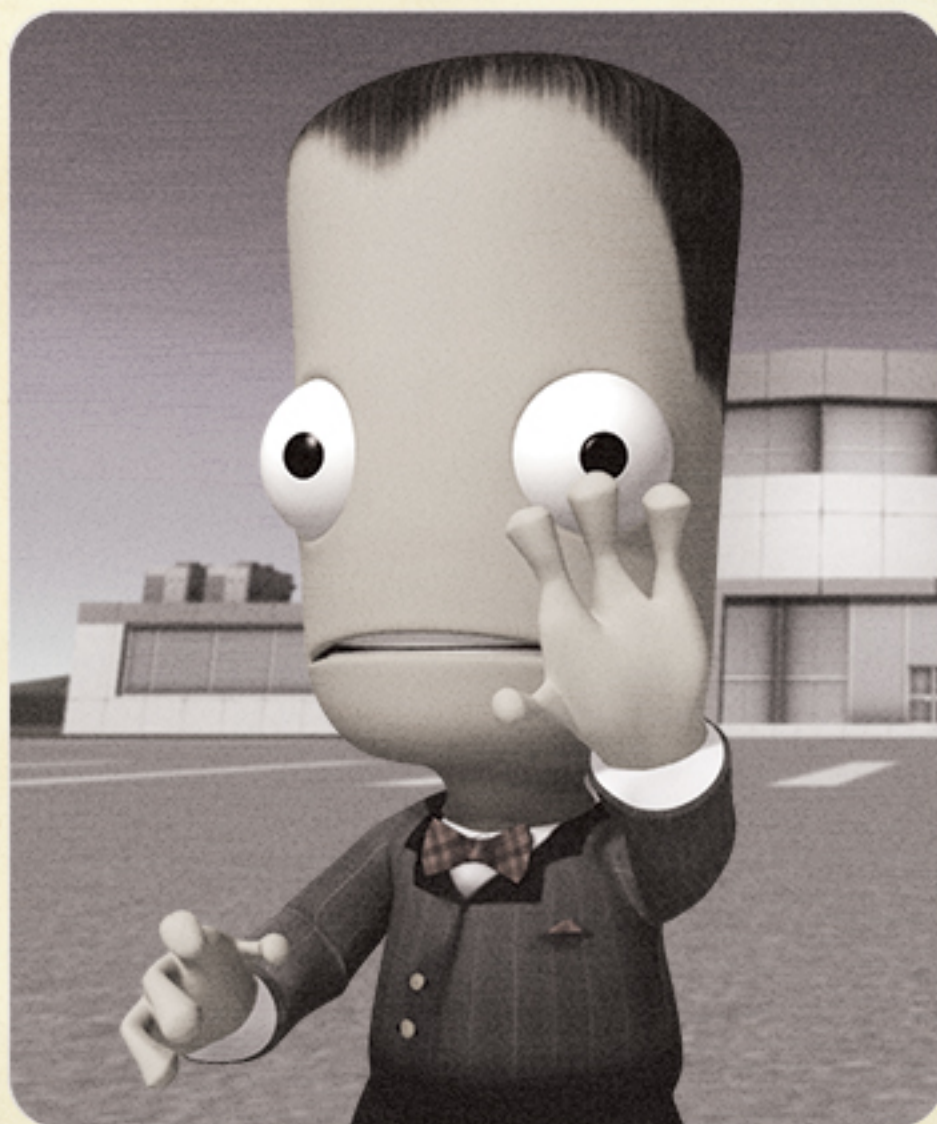
**T** rue pioneer of space exploration, Jebediah Kerman was notably the first Kerbal to orbit a celestial body or to walk on Mun. Then why label him an impostor ? These last few days his heroic reputation has been questioned by the publication of compromising documents in the anti-kerbonaut press. These documents appear to have been leaked from the Kerbal Space Center where they had been kept under lock and key.

The first damning element is a statistic indicating that JK has taken part in more than 95% of the Kerbal Space Program missions. This has made the anti-kerbonauts react violently: for them it is proof that Jebediah Kerman has benefited from blatant favoritism.

This information has totally unsettled the scientific community, since it gives credence to a strong conspiracy theory. However, the most scandalous element is a letter which Jebediah Kerman sent to Gene Kerman, the Mission Control flight director. The conspiracy theorists have picked up on one particular sentence: « Ah-Uh ! Aaaaahh ! Uuhh, ah uh ! ». This sentence written in Kerbal can have two meanings : either « I am highly qualified to join your team » or « I'm the boss's son - hire me ! ».

This second version tends to corroborate the anti-kerbonauts' suspicions. For them Jebediah Kerman is a shameful impostor with friends in high places, a schemer who is only interested in his own advancement and puts qualified kerbonauts out of the running.

Of course, these shocking revelations can be interpreted differently depending on one's viewpoint. However, for most of us Jebediah Kerman will always be a hero of the Kerbal Space Program, and a universal model of success.



*Jebediah M. Kerman Sr. declined to comment on the issue.*



# KSC releases report of hopeful exoplanet

By Connor Kerman

**Y**esterday, at 4:26pm scientists working at the KSC's Tracking Station discovered a star system with a total of eight planets. Of the eight only one appears to be habitable. This planet is located in what is called the 'Koldilocks Zone', an area around a star which has the highest potential to harbour life.

The planet appears to be approximately eleven times the size of Kerbin. We spoke to Werner Von Kerman and he said "This is among the most promising planets that we have found so far. I am very excited about this one as it is by far the most likely to actually harbour some sort of intelligent life."

In the same system scientists have also taken note of a gas giant with a bright red circle on the surface.

This circle has been nicknamed 'The Red Spot' and is yet to be understood as to what causes this strange phenomenon.

Astronomers have not given these newly discovered planets names yet but are willing to listen to suggestions from the public. Players of the popular video game 'Human Space Program' have noted the striking resemblance between the planets in this system and the planets featured inside the

game. As such names such as 'Earth', 'Mars' and 'Jupiter' have been suggested among many others. We

asked some of the employees at Squash, the com-

pany that created the video game, what

they thought about this. "It

would be really cool to have

these planets

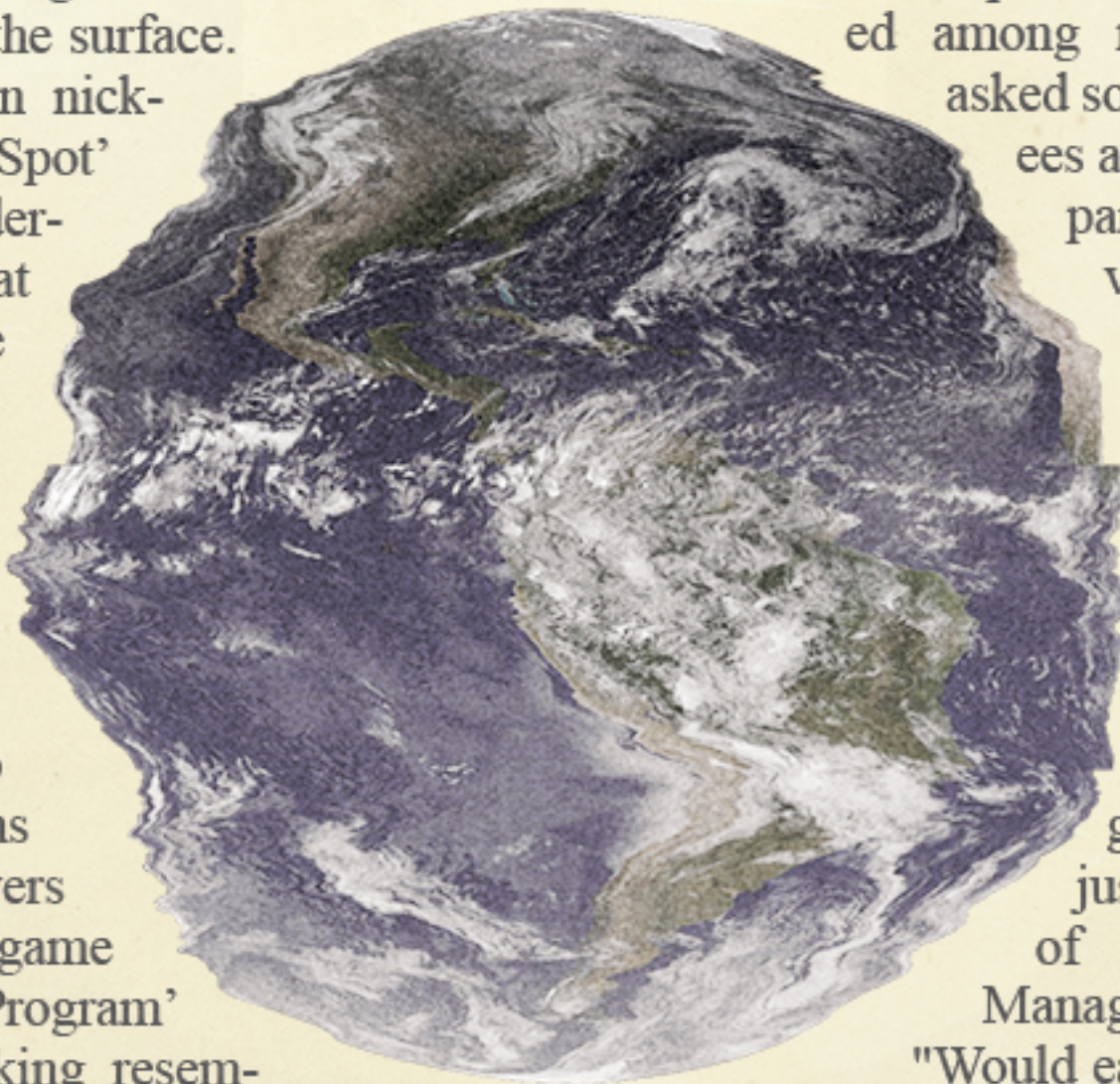
named after our

game but it hasn't

really got the global influence to justify it", said one of their Community Managers, Dabie.

"Would each language get a localised translation?" asked

TriggerTau, a developer at Squash.



*The clearest obtainable image of the new exoplanet.*



# THE GREEN GIANT

A CLOSER LOOK TO JOOL AND ITS MYSTERIES

By Hunter S. Kerman

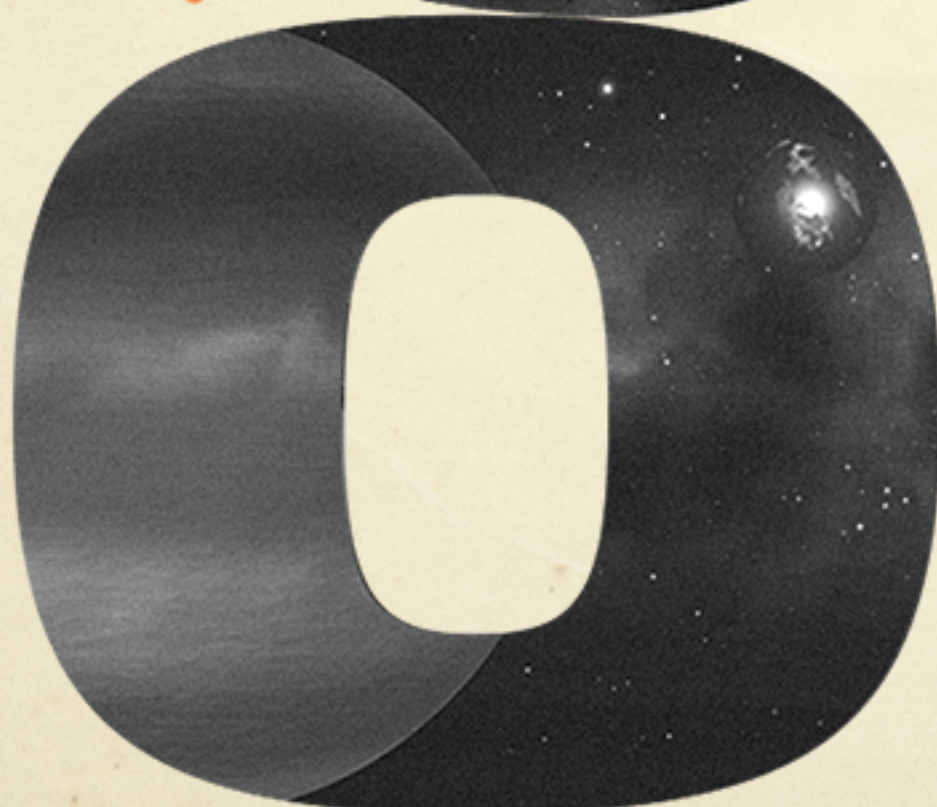
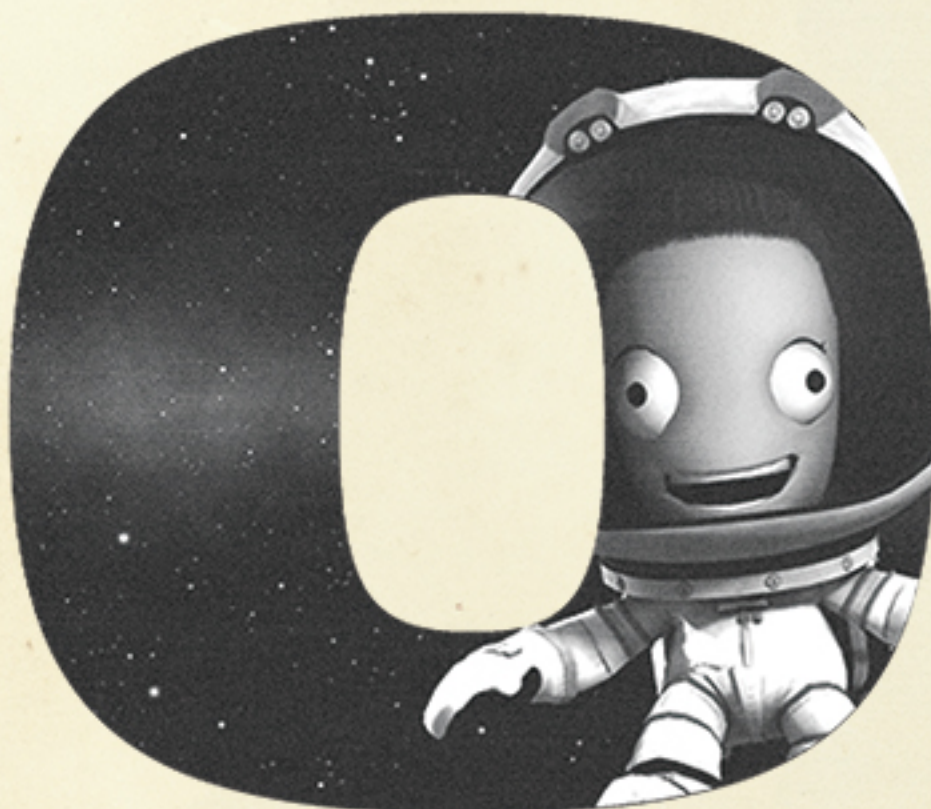
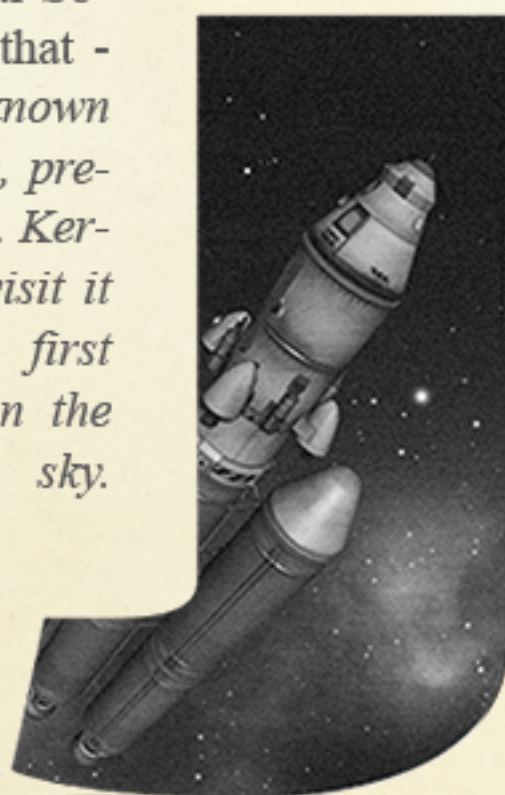
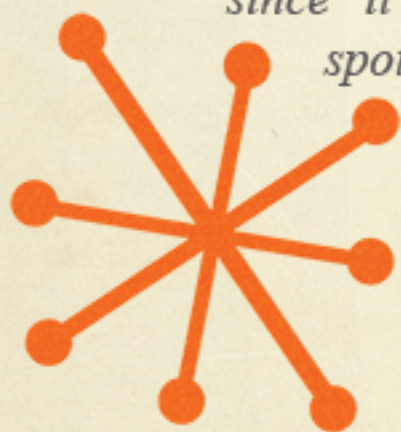
The most massive planet in our Kerbol System, with five moons, Jool forms a kind of miniature solar system. Jool resembles a star in composition, at least that is what some of our most renowned scientists infer. In fact, if it had been about eight hundred times more massive, it would have become a star rather than a planet.

The Kerbal Astronomical Society (KAS) has stated that - *"Jool is particularly known for being a rather large, predominantly green planet. Kerbalkind has longed to visit it since it was first spotted in the sky."*

*Philosophers reason that the swirling green planet must be a really nice place to visit, on account of its wholesome coloration".* The KAS also discovered Jool's five moons, now called Laythe, an ocean moon with an atmosphere and the closest to Jool; Vall, an ice moon that is the third largest and second closest of Jool's moons; Tylo, a rocky moon that has gravity similar to Kerbin

and is the largest of its satellites; Bop, a captured asteroid and the second smallest of Jool's moons; and Pol, named after its resemblance to a grain of pollen, is Jool's smallest and most distant moon.

Many probes have been sent to Jool to find out more about the beautiful green giant, but it's been a challenge.



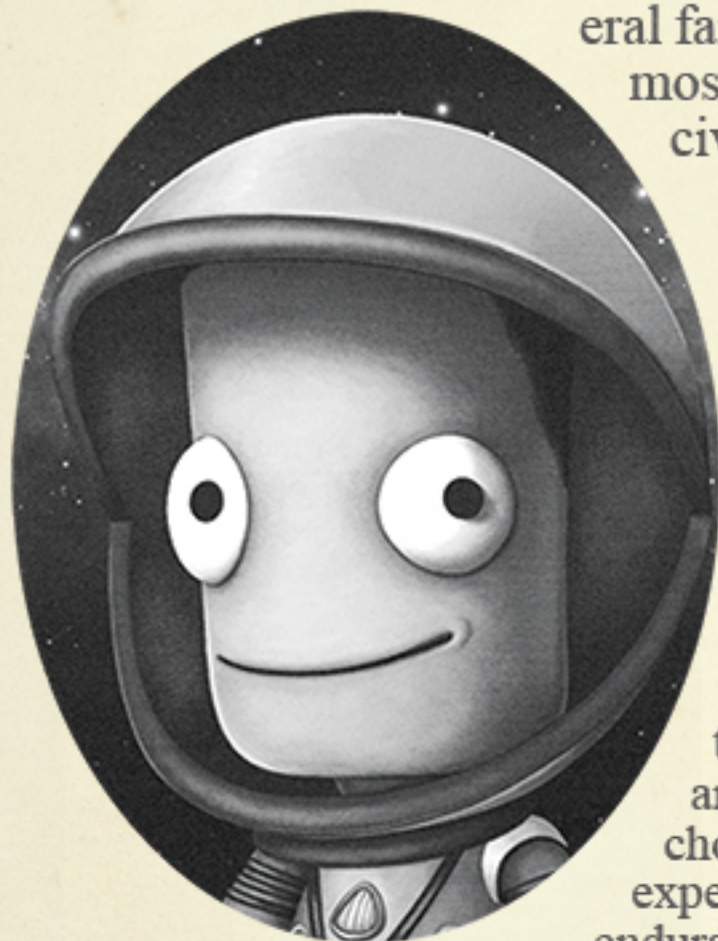


# *Kebalkind reaches Outer Space*

By Shane Kerman

**Yuri Kerman becomes the first Kerbal to orbit Kerbin and returns safely.**

The kerbal space program reaches an historic milestone after several failed attempts to launch a crewed vessel out of Kerbin's atmosphere. What comes next? Are Kerbals becoming a cosmic civilization?



**The Astronaut:** Yuri Kerman, a young and aspiring Kerbal learned to fly at the Kerbal Astronaut Complex and subsequently became a Kerbal Space Center pilot. It hadn't been long ago when the KSC had achieved a major milestone in terms of space exploration by successfully putting a probe into orbit. Shortly after, Yuri presented himself as a candidate for the risky space program.

**The Selection and training:** The KSC opened a selection process which was attended by about 3,500 volunteers, all them trained KAC pilots. The twenty selected received initial training and then a group of six men were selected. Finally, Yuri was chosen to become the first astronaut, and is subjected to a series of experiments and tests to determine his physical and psychological endurance during the flight.

## **Space flight**

The flight started very early in the morning from the Inland Kerbal Space Center, Baikerbanur. The ground controllers did not know whether Yuri Kerman had reached a stable orbit up to 25 minutes after launch, just as it was heading towards the unenlightened side of the Kerbin. After almost completing an orbit, the automatic system of the ship was activated to align the capsule and to shoot the rockets of recoil so as to begin the descent.

During this critical point of atmospheric re-entry, a serious flight problem occurred. The ship had to part itself if it wanted to re-enter successfully by adopting a proper orientation or would end up becoming a great fireball. For ten uncomfortable minutes, and without being able to act, the capsule turned violently. The automatic release system had failed, and Yuri's life was in danger. Fortunately, with the immense heat generated during re-entry, the anchoring system weakened and the capsule

was released with the young astronaut inside. Due to a failure of the braking system, it did not land in the planned region, but in the middle of the sea. A commercial ship found the capsule and rescued Yuri. He wore a strange brown suit with details in red. "Are you coming from space?" Asked the one of the sailors. "Certainly, yes," said the astronaut, who, in order to calm the sailors, quickly added: "But do not be alarmed, I am a Kerbal."

## **What is next?**

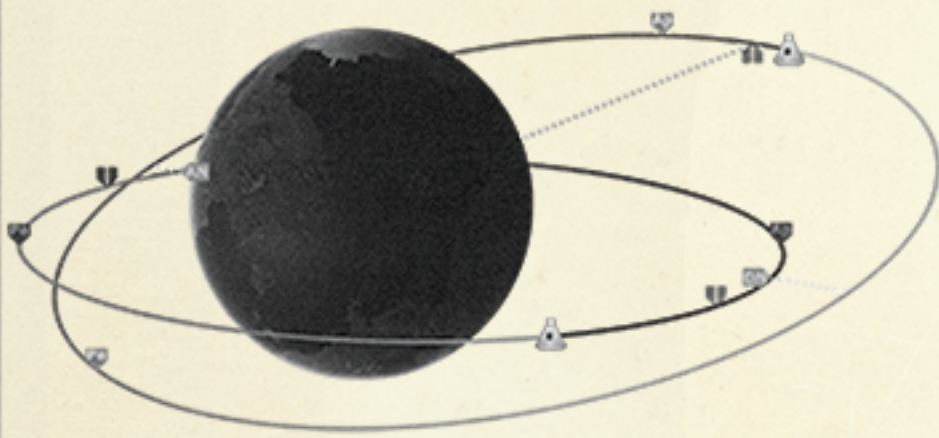
With this major success, the KSC and the Kerbal Space Program will continue its ambitious goal of exploring every corner of the Kerbol System, as well as, advancing technology and science through this endeavour. Some say that a new KSC is already under construction and that Mun and Minmus are the next celestial bodies to be explored. Brave Astronauts, we salute you!



# LEARN TO FLY

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\*Launcher not included.



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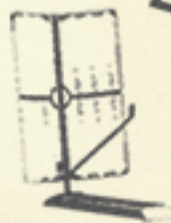
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## ***A BIG THANK YOU***

**W**hen Kerbal Space Program started out, we could have never imagined the scope this project would reach. A great deal of talented professionals have taken part in its development and we are very proud of what we have achieved over all of these years; but we are also well aware that Kerbal Space Program wouldn't have been possible without the support of its amazing community.

KSP has never been an ordinary game, it started from humble beginnings and grew into what we have today and what we will have in the future. You, our ever growing community, with your love and support have made this experience unique for everyone who has participated in this game for a bit more than six years so far.

KSP has evolved to be more than a game, it has become a way people can learn about science, technology, engineering and maths. It brings people closer to aeronautical subjects and some have even discovered that being an astronaut is their big dream. This is a huge inspiration for us and that's why one of our priorities is and has always been to keep our community happy with updates that further expand the scope of the game.

*Kerbal Space Program: Making History Expansion* is being developed with lots of love and passion from all the KSP team. We hope that with this latest expansion you will have endless hours of fun, relive some of the most memorable moments in the history of space exploration, while creating exciting new missions to share with your friends and the community.

We are at a loss for words to express our gratitude towards the community, streamers, youtubers, moderators and all the people that had spread the love for Kerbal Space Program.

We can't wait to see the amazing things you will create ...

***The Kerbal Space Program team***





**Kerbal Space Program: Making History Expansion** puts the process of creating and editing missions in your hands with the **Mission Builder!** Tailor your own missions and narratives with an intuitive interface and share them with the wider community.

This content filled expansion includes **History Pack**, which are pre-made missions that will give you the opportunity to experience the trials and tribulations of the early days of Space Exploration on missions inspired by real life historical events.

