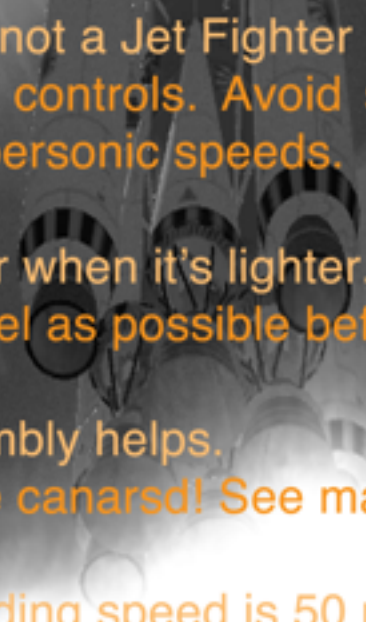


*"I FLEW THE HOPE  
AND SURVIVED!"*

*- BOB KERMAN*

# *BOB KERMAN'S GUIDE TO FLYING THE HOPE SHUTTLE*

*THERE ARE A FEW THINGS WORTH REMEMBERING, IF YOU WISH TO  
BRING THE INTERPID KERBAL CREW SAFELY BACK TO KERBIN.*

- 
- ① It's a Shuttle, not a Jet Fighter  
Go easy on the controls. Avoid sharp turns. Do not try to maneuver at supersonic speeds.
  - ② It glides better when it's lighter.  
Burn as much fuel as possible before landing.
  - ③ Correct assembly helps.  
Do not forget the canards! See manual.
  - ④ Maximum landing speed is 50 m/s.  
If you want to keep the shuttle in one piece however, you have to go slower.
  - ⑤ Hope is not designed for powered flight.  
But it performs reasonably well, provided you keep your speed below 200 m/s.

# HOPE SHUTTLE ASSEMBLY GUIDE

