

*"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

