



Original idea of EliNaut
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This challenge will test all of your Orbiter skills. Atmospheric and Non-Atmospheric flight, interplanetary flight, rendezvous, fuel management.....The list goes on. I wouldn't recommend attempting this until you have done these things before. "Go Play in Space" by Bruce Irving covers everything you need to know to do this challenge.

The challenge is – place a flag of your home country on as many planets/moons as possible using limited fuel. You earn one point for every flag that you place (Keep in mind that you may only place one flag per planet/moon) and an extra three if you can get back home to earth safely. Take note of the date you began and the date you finished and work out how long it took you. To prove that you did do it, take screenshots or even better, record the flight.

Using the provided scenarios, you have a choice of four craft – A standard Deltaglider, a Deltaglider IV, an XR2 Ravenstar and a Deepstar. You can also use one of the first three craft as an extra Deepstar lander.

You will start off in mercury, either on the surface, or orbiting if you are in Deepstar. All of the scenarios start in 1970, so that when you get to mars, a launch window has opened to the outer planets. To actually plant a flag, you will have to open PlantFlagMFD (included, see docs) and place the flag near the craft. Use UMMu to make it more realistic if you want.

To refuel, you will have to dock with a refuelling craft, which orbit each planet (apart from mercury) or pick up a DGIV or XR2 fuel payload. If you use one of those two craft, remember that you will also have to think about life support systems and

oxygen – also in payloads around the solar system.

A note on IMF D

When there are more than so many spacecraft in a scenario (I think it is around 10) IMF D refuses to work. I've tried streamlining the amount of vessels in the scenarios, but of course you still need to plant flags, which count as ships. This means you can only use TransX.

Don't shoot the messenger =P

Scenario 1 – Standard Deltaglider

This scenario is one of the easiest, simply because you only have to worry about fuel. Plant the first flag on the surface of mercury, and use your hover jets and main engines to achieve orbit. When you need to refuel, you will need to dock with the refuelling craft (ShuttleA) and use FuelMFD to refuel. The refuelling craft are named after the planet they orbit and the word "refuel" on the end (e.g. "venusrefuel"). The only two planets without these craft are Mercury and Earth (use ISS instead). All scenarios use refuelling craft like this.

Scenario 2 – Deltaglider IV

When you start this scenario, a fuel payload and a life support payload will be near your left wing. Taxi near to the one you want, and use the grapple button on the bottom panel to take it. Other payloads are on –

- Cape Canaveral, Earth
- Olympus, Mars
- Europarefuel, Europa
- Titanrefuel, Titan
- Oberonrefuel, Oberon
- Tritonrefuel, Triton.

You will have to be more careful entering atmospheres with DGIV, because it is more sensitive than the standard DG.

Scenario 3 – XR2

Just like the Deltaglider IV's scenario, two payloads are near your left wing. Luckily, you have room for them both so you won't have to choose. More payloads are situated in the same place as Scenario 2.

Scenario 4 – Deepstar

You will begin orbiting mercury, so send a lander down to plant a flag. The default Deepstar landers make planets with an atmosphere a no-go, unless you want to sacrifice one or simply drop a flag into an orbit that hits the surface....

Scenario 5 – Deepstar with Deltaglider

Scenario 6 – Deepstar with Deltaglider IV

There's not a lot I can say about these two – just make sure you're good at rendezvous to get back to the deepstar each time, and remember to keep the Deltaglider topped up on fuel.

Scenario 7 – Deepstar with XR2 Ravenstar

For some reason, this combination makes it hard to place payloads on some planets/moons. Therefore, there are no Life support/Fuel payloads on Oberon, Titan or Triton. I'll try to find a way around this.

Tips

- Refuel tactically if you want those extra three points. If you're orbiting Neptune and you've sucked all the fuel out of every payload and refuel craft, you can't get back to Earth.
- Hohmann transfers are the key to getting around efficiently. Remember to make use of the 1970's outer planet launch window.
- Plan your course carefully. You don't have to go straight to Venus from Mercury.....

Tell us your score at www.orbiter-forum.com

Thanks for downloading, and good luck ;)