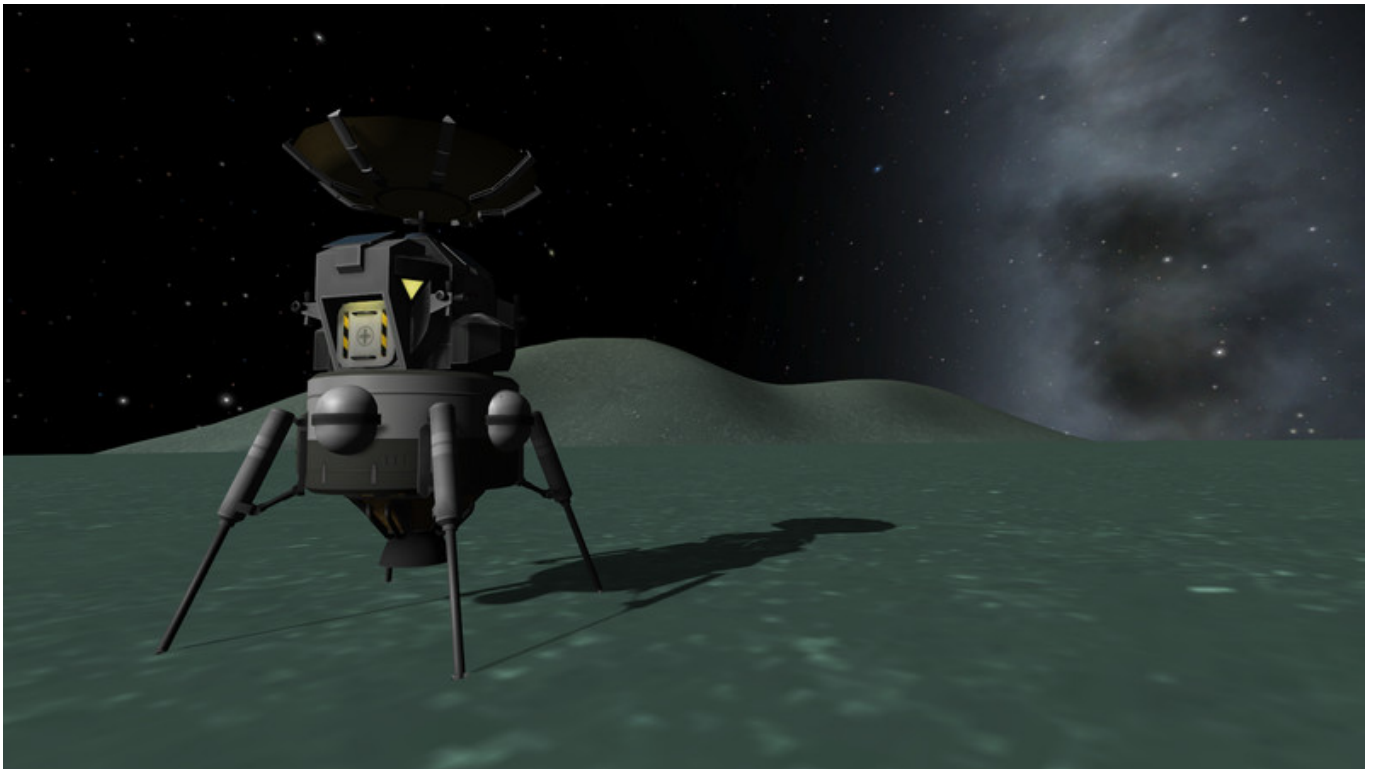


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## Kerbal Space Program: Making History Expansion Key Serial



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### About This Content

Expand your Kerbal experience like never before with Kerbal Space Program: Making History Expansion. The first expansion pack for the critically acclaimed space simulation game adds new content to Kerbal Space Program, including an immersive Mission Builder, a History Pack featuring missions inspired by historical events, and a wealth of new parts for players to use across their KSP experience. Create, launch, and share like never before with Kerbal Space Program: Making History Expansion.

- **Mission Builder:** This robust new feature puts the process of creating and editing missions in players' hands with endless possibilities. Players can customize their own missions to include launches, landings, rescues, malfunctions, explosions, repairs, and much more. Unique victory conditions, exciting challenges, and unexpected obstacles provide an array of complexity in these missions. Challenge others by sharing your created missions with the KSP community.
- **History Pack:** Play a variety of pre-made missions inspired by humankind's own space exploration. From spacewalking to crash landing and everything in between, players can attempt to recreate moments inspired by historic events, but with a unique Kerbal twist.
- **New Parts:** This expansion also includes dozens of new parts along with new astronaut suits, all inspired by the historic Space Race. Players can use these parts and suits throughout Kerbal Space Program.

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Title: Kerbal Space Program: Making History Expansion

Genre: Indie, Simulation

Developer:

Squad

Publisher:

Private Division

Release Date: 13 Mar, 2018

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**Minimum:**

**OS:**Windows Vista SP1 64-bit

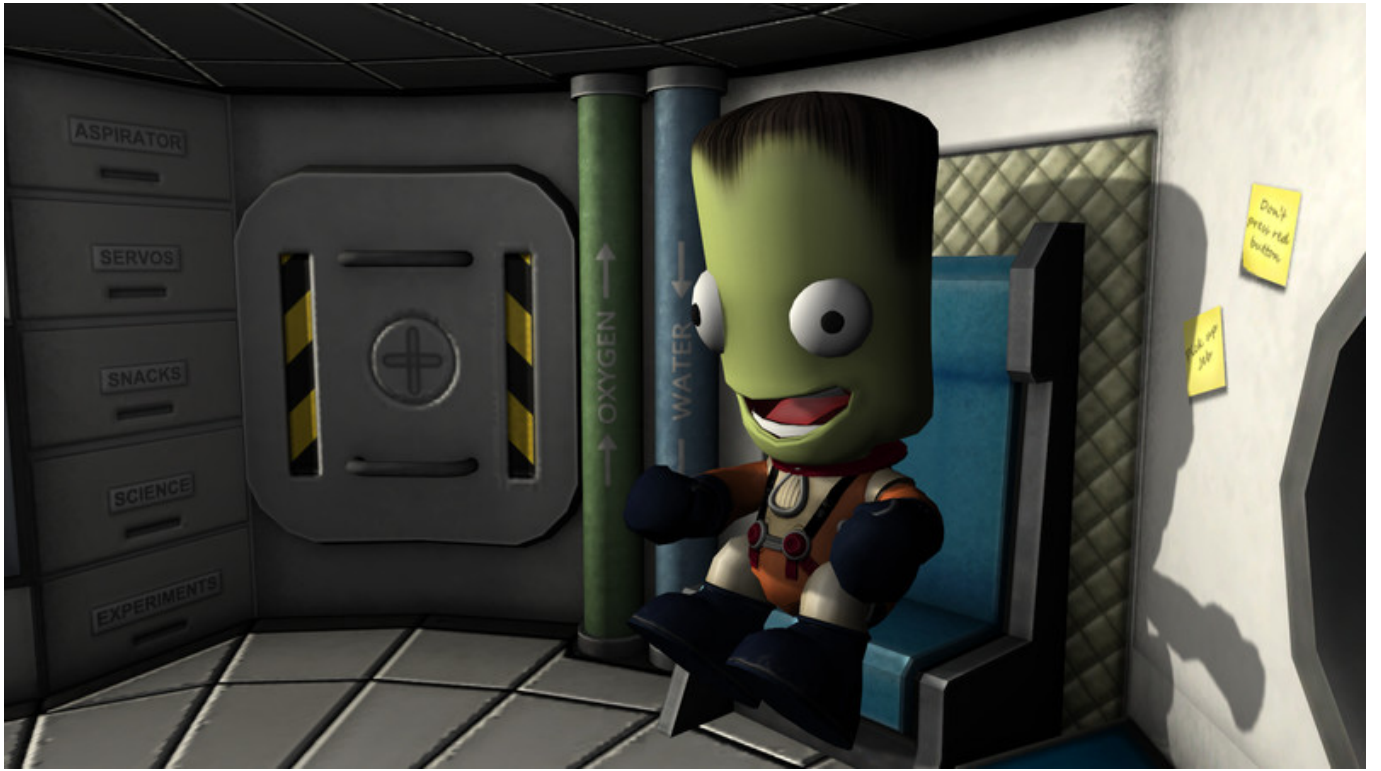
**Processor:**Core 2 Duo

**Memory:**3GB RAM

**Graphics:**DX10 (SM 4.0) capable, 512MB VRAM

**Hard Drive:**4 GB HD space

English,French,Italian,German,Japanese,Russian,Simplified Chinese







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Making History, adds:

- \* a mission generator tool -- but its somewhat klunky, a bit limited, and kinda hard to use
- \* new, dev-created missions in the theme of historic US + Russian space program missions.
- \* some new parts

So, is it worth it?

Well, I guess, I would say, the stuff itself -- no, probably not, to most people.

But, I like the new parts, they aren't game changing, but I end up using them here and there, quite a bit.

Still, to me, the deciding factor, was my love of the main game. I love the original KSP, enough that I was taking a "shut up and take my money" attitude about the DLC. Obviously, if you are like me, and feeling "shut up and take my money" you dont need my opinion -- just buy it already! sheesh...

But, as far as reccommending it to anyone else -- well, I think you'll like the new parts, and if you are stubborn and creative, you might like the mission creator.

For most people, I would reccommend picking this DLC up, but waiting for either a sale, or a package deal. (Now that the 2nd DLC (Breaking Ground) is out, there is a package deal on steam, (currently), where you can get the main game + both DLCs for a package price. wait for something like that, maybe)

Thanks, and have fun!!. I Played over 1000h of KSP (played without opening Steam, so Steam did not registered how much i played) yet I played less than 5h of this DLC, It is more than forgettable.. Mods bundled together and sold without even acknowledging the original creators.. I just want this to be free... Nice engines, and new parts to create awesome rockets. Must have when playing KSP!. It should probably only be 5 dollars at most, 15 dollars is fricking insane and is the equivalent of charging \$15 for a unit pack in a strategy game. I don't like the idea of dlc being added to the game, it feels like an advantage over other players. The 'Making History' DLC really brightened up the game for me, it adds a wide variety of parts to enhance spacecraft creation. The new sizes will prove useful for making more advanced rockets and recreations of old rockets, as the parts are from old famous rockets. The most interesting feature is the mission builder, you can create your own missions for others to play, sadly, I am rubbish at it so don't expect me to be posting any missions anytime soon. Overall, the DLC is worth the money it costs and I would recommend it to any nerds out there who actually know about the old rockets... or rockets in general.. really fun parts and missions added

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The DLC is good for the parts, they fit nicely with the stock parts, especially the revamped parts in recent updates, however the Mission Builder isn't easy to use. Buy it if it's on sale, however it may not be worth the full price if you only want the parts.. It's good and adds useful new parts and a mission system but the upcoming breaking ground DLC looks like it will be better.. New parts are fun - Missions and everything about them is frustrating garbage.. Nice parts in this DLC, the 2 man capsule is my favorite. I'm really looking forward to Breaking Ground DLC.  
Aquanauts DLC for the next round please! :D. the game has enough explosions, you dont need this one

OV10 too f\*cking expensive for what it is

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