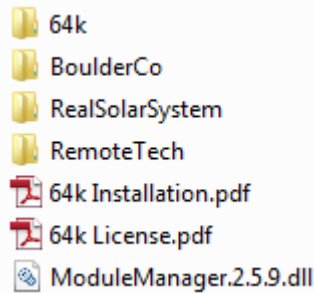




64k

## INSTALLATION INSTRUCTIONS 64K

1. Unzip the downloaded file
2. You will find the following folder and files:



3. Next copy the **RealSolarSystem** and **64k** folders to your **GameData** folder.
4. If you have an existing **ModuleManager** file of at least 2.5.9 then you can continue to use it. If you have an older version then delete it from your **GameData** folder and replace it with the version packaged above.

You can now play KSP at 6.4x scale, this means all bodies will be 6.4 times bigger with matching larger orbits.

### OPTIONAL

#### REMOTETECH

If you use RemoteTech install the latest version then copy the **RemoteTech** folder above into your **GameData** folder, overwriting when asked. This will ensure compatibility of RemoteTech with 64k. If you upgrade RemoteTech you will have to repeat this process after each upgrade.

#### ASTRONOMERS VISUAL PACK

This graphics pack massively improves the visuals of the stock game by adding cloud layers and aurora. Before installing 64k you should:

1. Download and install [Environmental Visual Enhancements](#) following the installation instructions packaged with the mod.
2. Download and install [Astronomers Visual Pack](#) following the packaged instructions.
3. Install 64k as normal
4. Copy the **BoulderCo** folder above into your **GameData** folder, overwriting and files when asked.

This will add the visual pack, tweaked to look best at 6.4x scale.

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