

KOURAGEOUS TOURISTS CKAN

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Game Version: 1.3.1



Source code: <https://github.com/whale2/KourageousTourists...>



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Mod Website: [Forum Thread \(https://forum.kerbalspaceprogr...](https://forum.kerbalspaceprogr...)



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OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

Information

Changelog

Stats

Kourageous Tourists

This tiny mod empowers your every day tourists for much more kourageous adventures. With a little bit of training they finally can disembark the space (and other types of) craft. For their efforts not to be left forgotten, they can picture themselves in the most distant places imaginable. And last, but not least - they're willing to pay some good money for their entertainment.

In a few words:

- Tourists can go EVA.
- Three new types of contracts

In more details:

Before that they could not go EVA for a reason - EVA is dangerous and there was no real training program. Now they can de-board the craft, but it depends on the situation and their experience level. Level 0 tourists can go outside only when the craft is stationary on Kerbin, level 5 tourists can do virtually everything. They earn experience as regular crew and to fulfill some contracts related to distant planets, you mig anomaly and bringing back photo-evidence.

Compatibility:

Mod was tested with several other EVA-related mods and was found working:

- EVA Fuel Continued
- EVA Follower
- EVA Enhancements

Source Code (<https://github.com/KSP-SpaceDock/KerbalStuff>)

API (<https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md>)

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