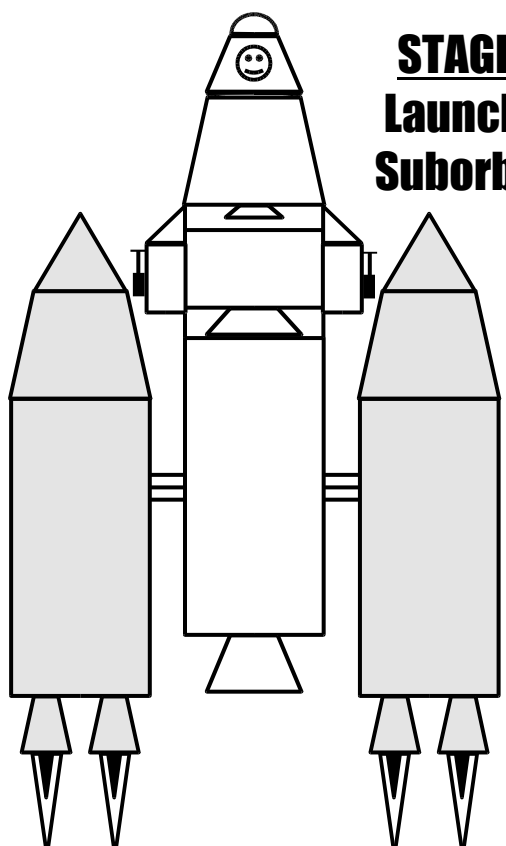
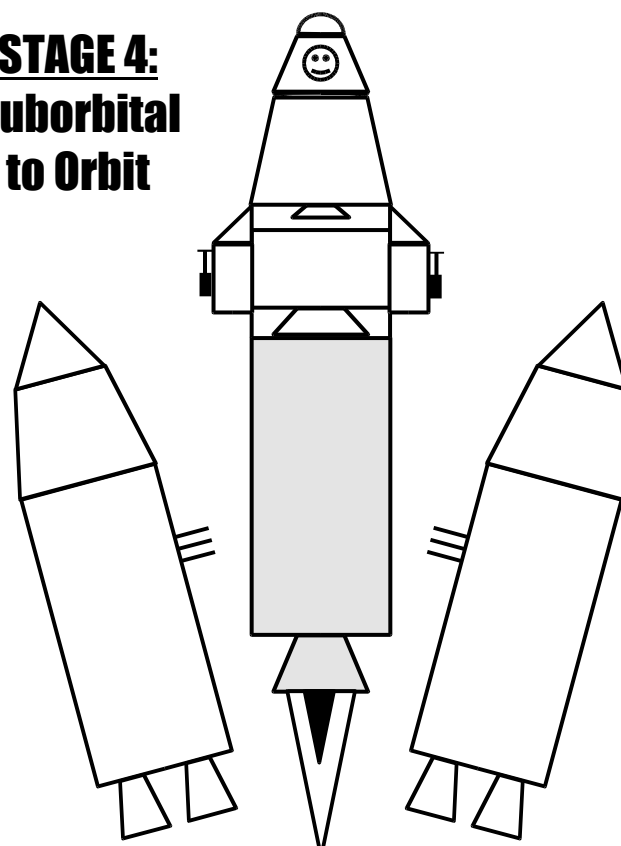
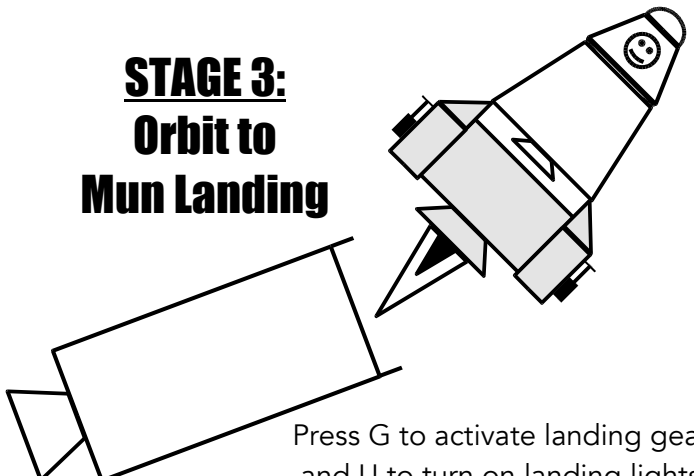
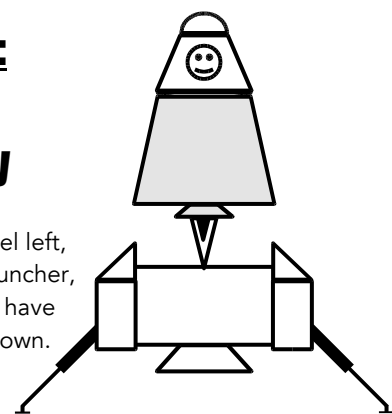
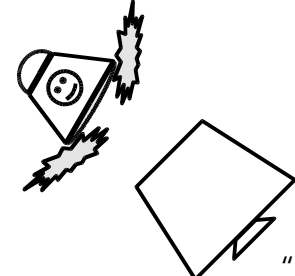
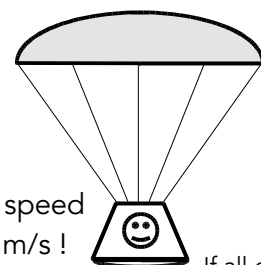


MUNSHOT II Stage Schematics

Press "spacebar" to activate next stage.

Press "alt-L" to activate (or deactivate) stage lock to prevent possibility of accidental stage deployment.

 <p>STAGE 5: Launch to Suborbital</p>	 <p>STAGE 4: Suborbital to Orbit</p>
 <p>STAGE 3: Orbit to Mun Landing</p> <p>Press G to activate landing gear, and U to turn on landing lights.</p>	 <p>STAGE 2: Mun to Re-entry</p> <p>If Stage 3 has any fuel left, you can use it as a launcher, but Stage 2 should have enough fuel on its own.</p>
 <p>STAGE 1: Re-entry</p> <p>Keep heat shield pointed "into the wind" at all times!</p>	 <p>STAGE 0: Parachute</p> <p>Do not deploy until speed is slower than 300 m/s !</p> <p>If all else fails, eject! Kerbals are pretty tough.</p>