

Kerbal Space Program - Bug #3333

Obtain Science by Recovering Craft from the Launchpad using Strategies

10/09/2014 03:56 AM - RedPine

Status:	Not a Bug	Start date:	10/09/2014
Severity:	High	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I got 2,800 science for building a craft and recovering it on the launchpad. I hate myself for putting this on the bug tracker...

1. Obtain some reputation and cash from contracts.
2. Purchase the Outsourced R&D and Unpaid Research strategies from Linus Kerman (I got it to 50%).
3. Build any craft in the VAP or SPH and launch it.
4. Recover the craft while on the launchpad/runway. That's right, don't bother flying or launching it.
5. Instead of the craft being refunded in cash, thanks to the strategies, the parts get refunded as science points as well.

I put the priority as high, because of how tempting it is to exploit.

History

#1 - 10/09/2014 04:15 AM - RedPine

Sorry I tested this again and I was mistaken, the extra science must have come from all those contracts. I don't know how to delete my post. I'll be more thorough next time I think I found a bug or issue.

#2 - 10/09/2014 06:13 AM - Ted

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

No worries man, thanks for the report anyway!