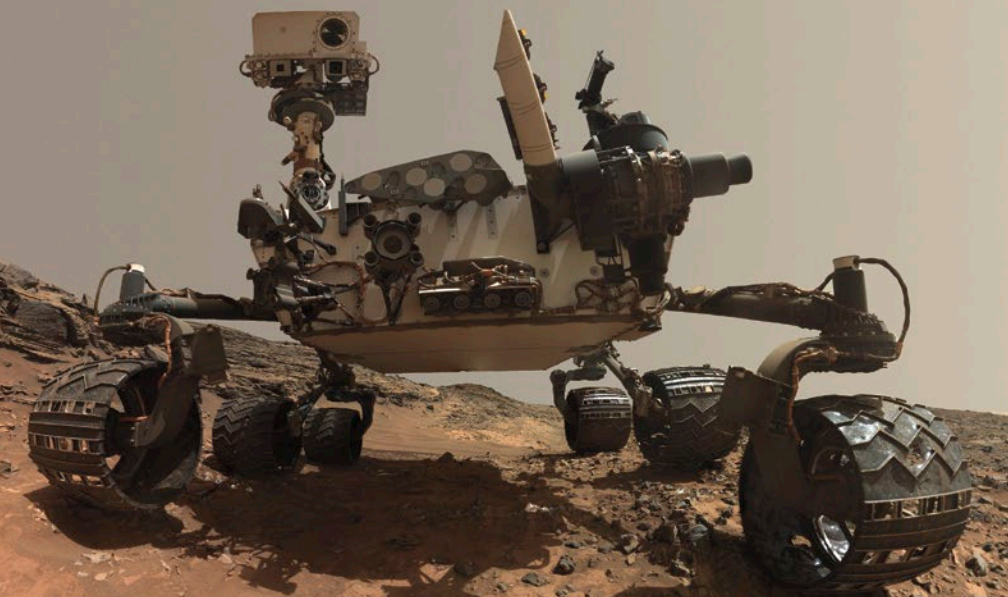
YOU CHOOSE BOOKS™

EXPLORING MARS

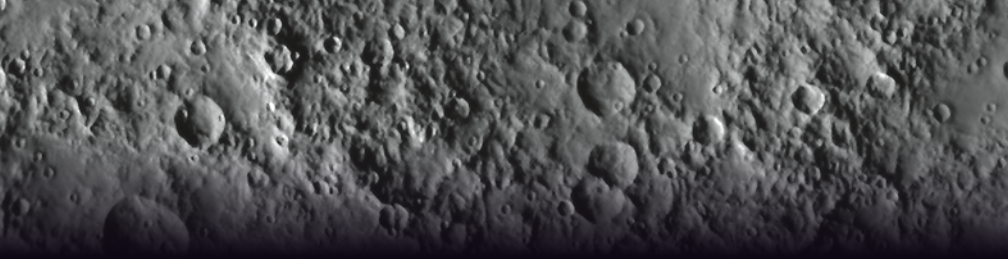
An Interactive Space Exploration Adventure



by Steve Kortenkamp

39 CHOICES

11 ENDINGS



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An Interactive Space Exploration Adventure

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Contents

ABOUT YOUR ADVENTURE

YOU are living through a time of exciting space exploration progress. Engineers and scientists are working with ever advancing orbiters and rovers to explore Earth's neighbour planet, Mars.

In this book you'll explore how the choices people made meant the difference between success and failure. The events you'll experience happened to real people.

Chapter One sets the scene. Then you choose which path to read. Follow the directions at the bottom of each page. The choices you make will change your outcome. After you finish your path, go back and read the others for new perspectives and more adventures.

YOU CHOOSE the path
you take through history.

Humans have long been curious about Mars, one of Earth's closest neighbours.

CHAPTER 1

MYSTERIES OF THE RED PLANET

On the evening of 30 October 1938, Orson Welles performed *War of the Worlds* on the radio. The broadcast was intended to sound like a news programme. The first startling words many listeners heard were:

"Ladies and gentlemen, this is the most terrifying thing I have ever witnessed ... Wait a minute! Someone's crawling out of the hollow top. Someone or ... something. I can see peering out of that black hole two luminous disks ... are they eyes? It might be a face. It might be ... [shouts of awe from the crowd]"

Turn the page.

War of the Worlds used sound effects and the voices of actors to pretend Martians were invading Earth. Some listeners panicked, thinking that Earth really was under attack. Many of them even called the police.

Nobody could fault people for believing in Martians in 1938. American astronomer Percival Lowell described seeing canals crisscrossing the planet. Lowell thought Martians were using these canals to carry water to farms and cities across a drought-stricken planet.

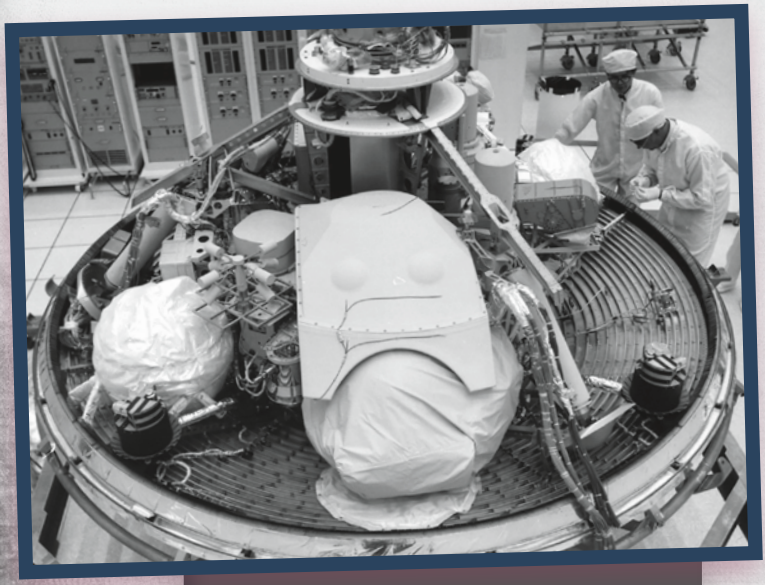
During the next 30 years astronomers work to get a better view of Mars. Bigger and better telescopes help a little, but millions of kilometres separate Earth from Mars. To get a really good look, we need to go to Mars ourselves.

From 1960 to 1971 engineers build and launch 17 different robotic spacecraft toward Mars. Nearly all of them either fail or survive only a short time.

In 1971 engineers finally succeed in placing a spacecraft into orbit around Mars. Pictures sent back to Earth by the Mariner 9 spacecraft don't show any canals. Instead, Mariner 9's cameras reveal dry riverbeds, ancient flood plains and gigantic canyons. It looks like Mars was once a very wet planet. But there is no sign of water any more. To discover where the water has gone and to search for Martian life would require sending many more spacecraft to Mars.

Turn the page.

In 1975 the National Aeronautics and Space Administration (NASA) prepares to launch a new mission to Mars. NASA designs the Viking missions to include four spacecraft – two orbiters to photograph Mars from space and two landers to study the planet on the ground. NASA will join each orbiter with a lander and launch them to Mars as the twin Viking 1 and Viking 2 missions.



Technicians inspect the Viking 2 lander at the Kennedy Space Center.

On 20 August 1975, Viking 1 launches from NASA's Kennedy Space Center in Cape Canaveral, Florida. Viking 2 leaves Earth three weeks later on 9 September. When the Viking twins arrive at Mars, the orbiters and landers will split and begin their separate missions.

You can join the teams working on either part of these exciting missions. The orbiters will examine Mars from space and search for future landing sites for robots and humans. The landers will study the planet's rocks, soil and air and search for any signs of life.

But be warned, exploring Mars is very risky. Choose the wrong path and your spacecraft could be lost in space or doomed to a fiery crash on the red planet.

To join teams working on Mars orbiters, turn to page 13.
To join teams working on Mars landers, turn to page 59.