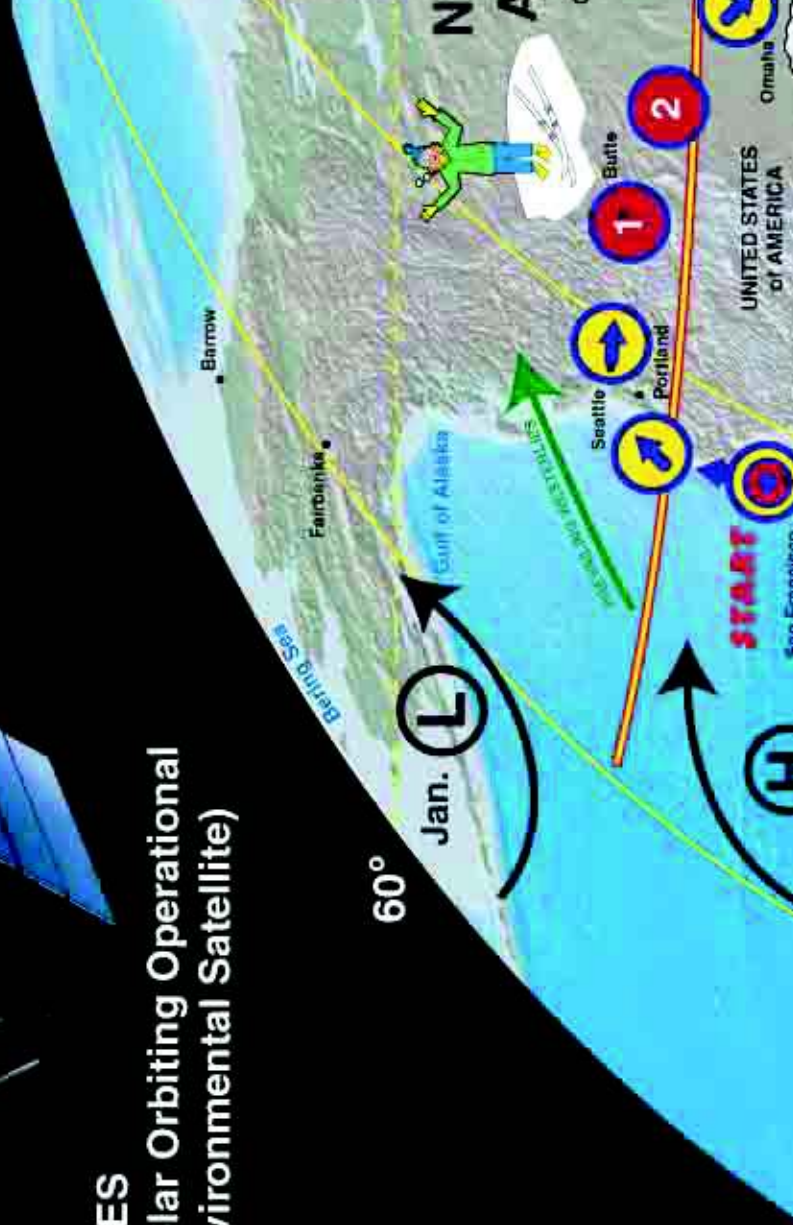


POES
(Polar Orbiting Operational
Environmental Satellite)

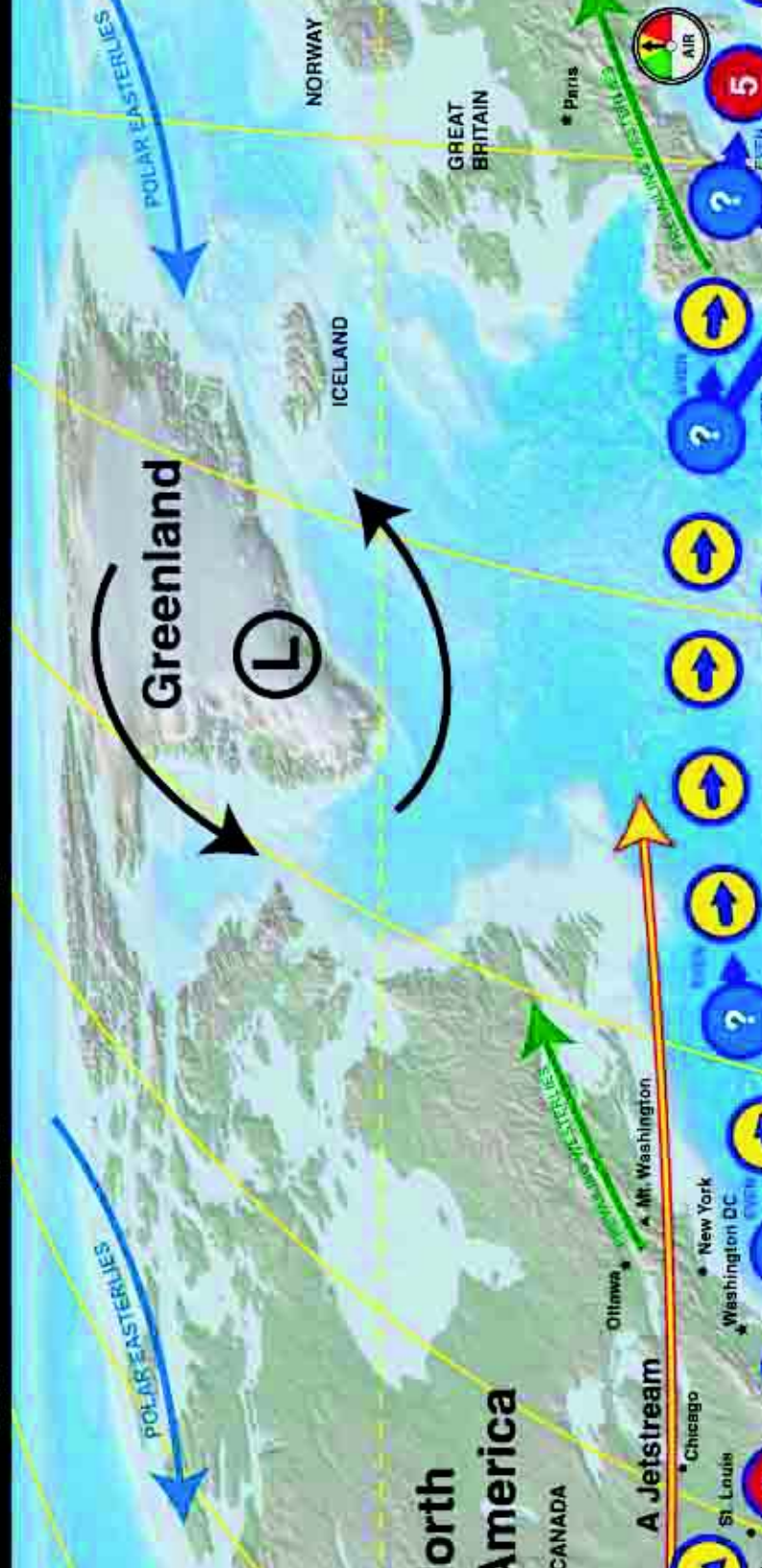
WILD



THE GOALS WORLD OF WEAT

North Pole

150° 120° 90° 60° 30° 0°



Navigation controls: A series of icons including question marks, arrows, and a '5' in a red circle, likely for a quiz or interactive activity.

ES POES

HER ADVENTURE

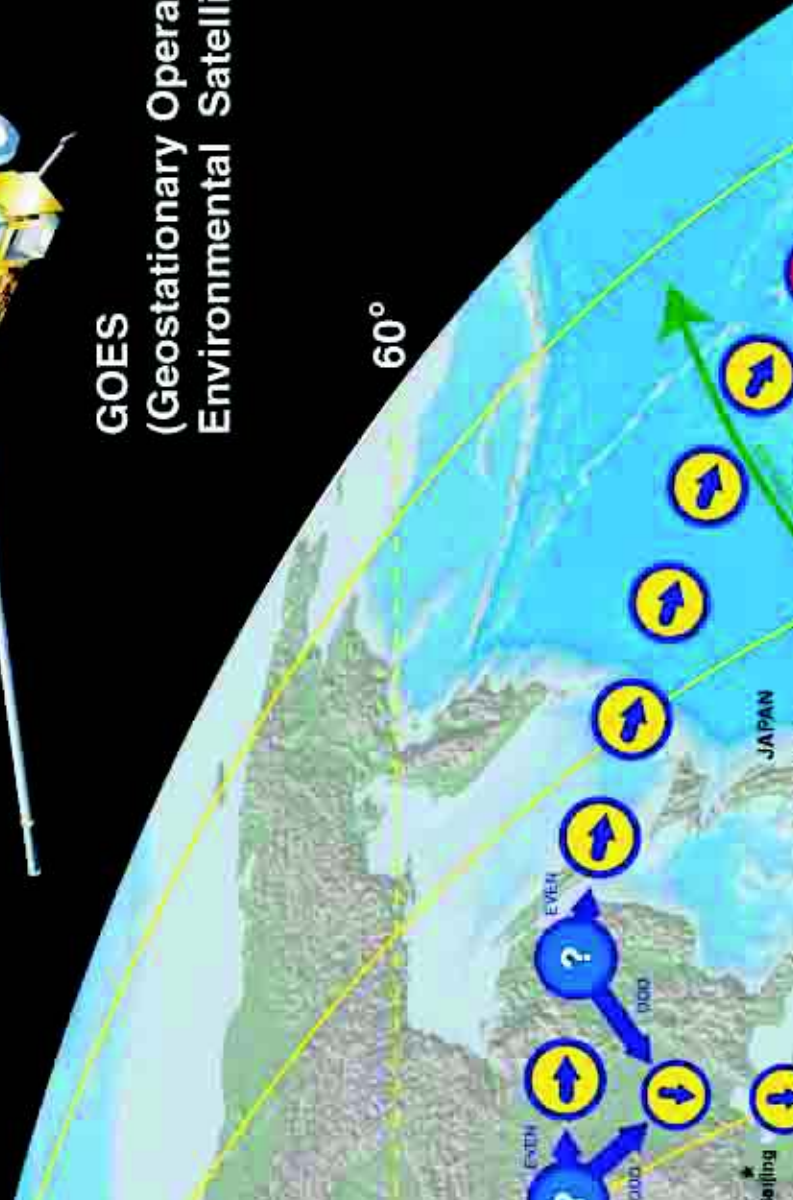


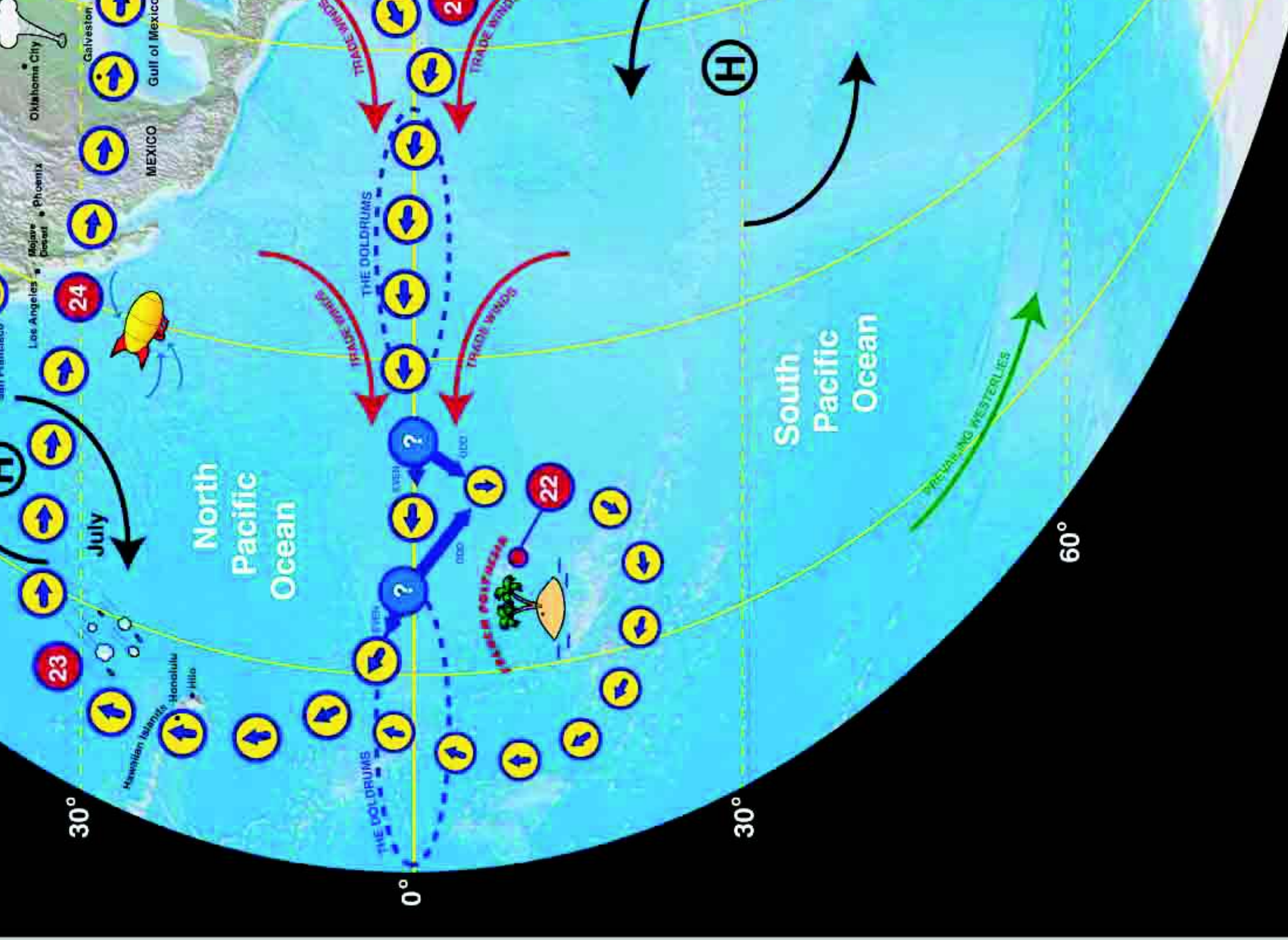
GAME

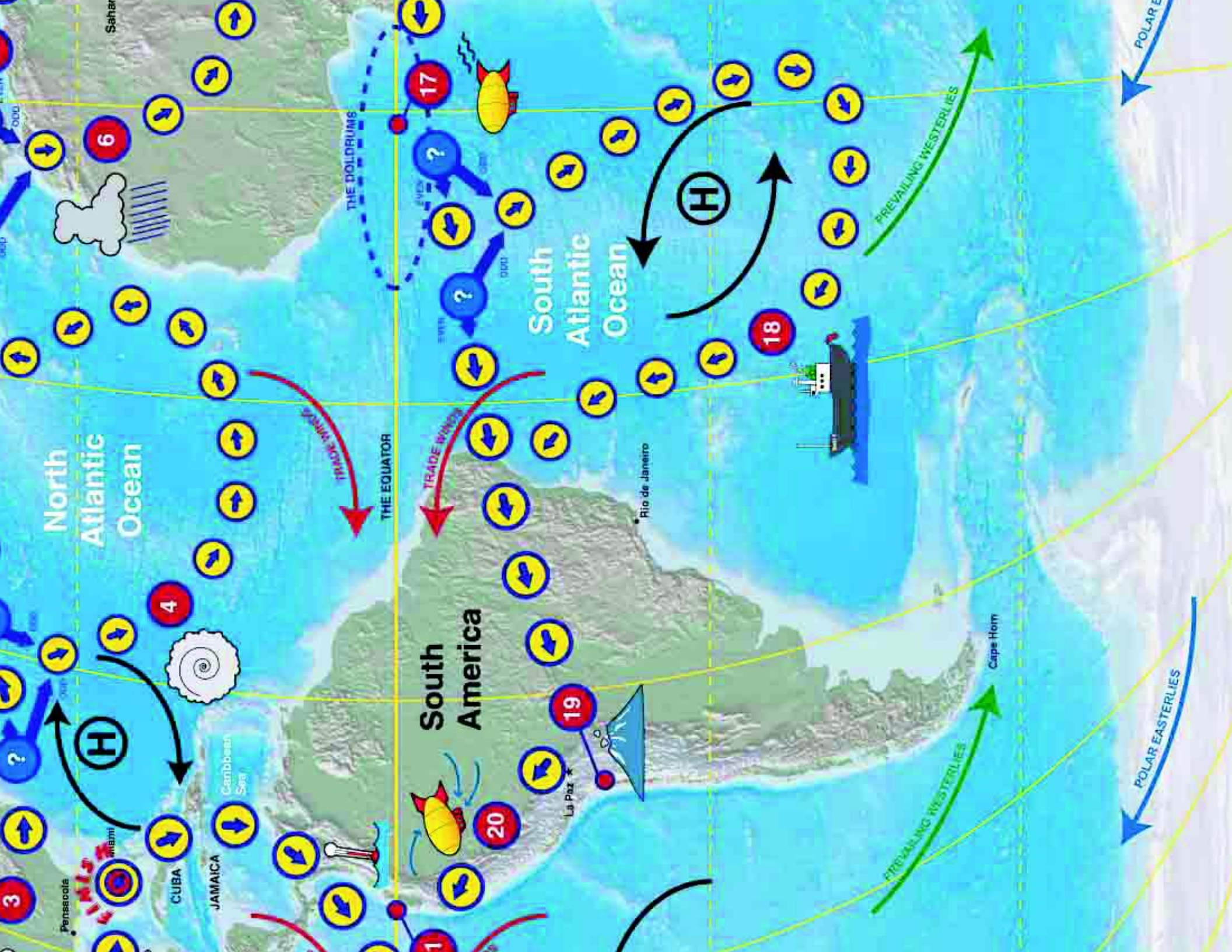


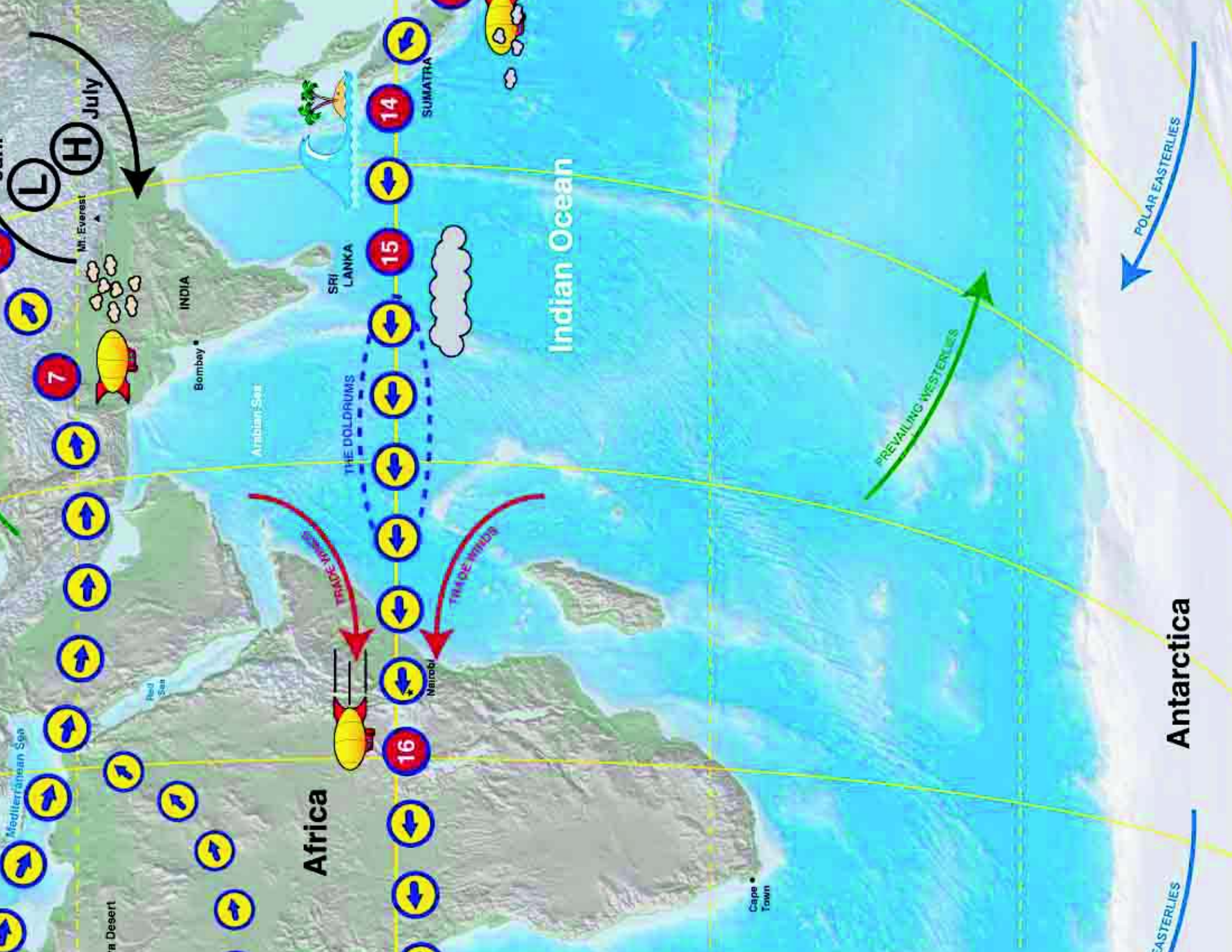
GOES
(Geostationary Operational
Environmental Satellite)

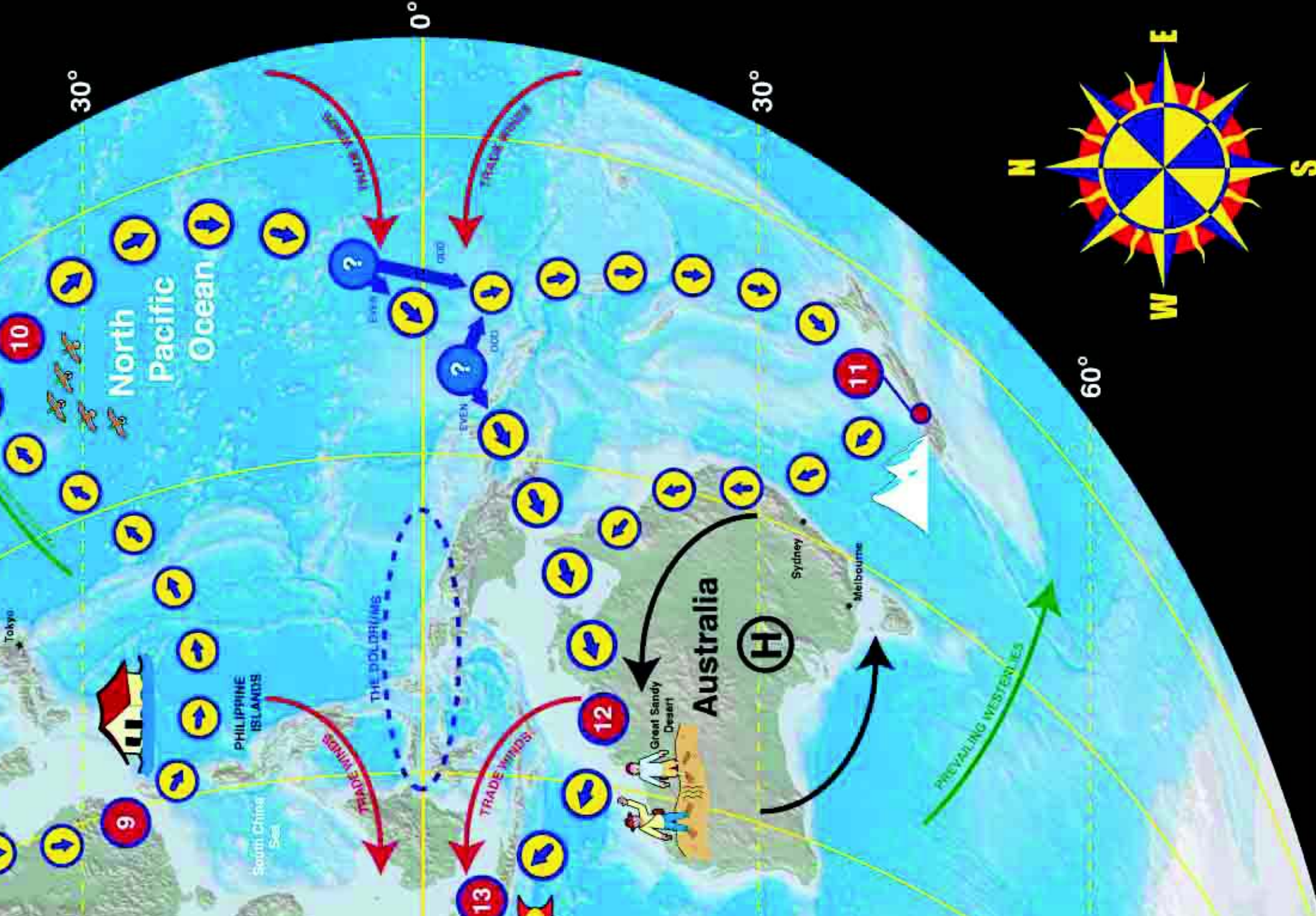
60°













1 A blizzard has stranded several skiers in Idaho. The skiers are carrying Personal Location Beacon devices that transmit a distress signal. Satellites pick up the signal and relay the skiers' location to a ground station, which broadcasts a message to anyone who can help. You are near the skiers, so find them and rescue them, if possible. **Earn 3 Adventure Chips for your efforts or skip ahead 7 spaces.**



2 While doing some Doppler radar studies of the high-altitude jet stream overhead, you discover that this river of wind is nearly 60 miles wide, half a mile deep, and blowing from west at nearly 300 miles per hour. **Give yourself 5 Adventure Chips or skip ahead 7 spaces.**



3 While your airship cruises through the part of the U.S. known as "tornado alley," an outbreak of tornadoes begins. You must carefully monitor their locations and take evasive maneuvers to avoid the deadly twisters. **Lose 5 Adventure Chips or go back 10 spaces.**



4 You are caught in the eye of a hurricane! How could you have let this happen? Although it is dead calm in the eye, you can't venture out or the airship will be ripped to shreds. **Earn 5 Adventure Chips just for surviving this adventure!**



5 Make air quality measurements over the Mediterranean Seas just south of France. **Earn 5 Adventure Chips or skip ahead 5 spaces.**



National Aeronautics and
Space Administration
Jet Propulsion Laboratory
California Institute of Technology
Pasadena, California

150°

120°

90°

60°

30°

0°

South Pole



6 A rare thunderstorm is building over the Sahara Desert. Detour to make radar measurements and find out how much water is in the building cumulonimbus clouds. This information will help predict the likelihood of flash floods and erosion in the desert below. Earn 5 Adventure chips and skip ahead 6 spaces.



7 Over Pakistan, a wall of dust suddenly appears on the horizon. Turn the airship around before you are caught in it! Go back 5 spaces.



8 You are passing over the Takla Makan Desert in China, second in size only to the Sahara Desert in northern Africa. Is this desert growing even larger? Stop and take photos and measurements to compare with earlier data. Earn 5 Adventure Chips.



9 Floods in eastern China have displaced many people who live in cities. Take pictures of the flooded areas to help relief workers decide where to send the most help. Earn 5 Adventure Chips and skip ahead 6 spaces.



10 According to your radar, an unidentified flying object is headed your way! Duck! Or rather, ducks! Drop to a lower altitude to avoid a midair collision with a flock of migrating mallards. Go back 5 spaces.



11 The Southern Alps mountain range in New Zealand is known for its beauty and many glaciers. As you float over them, take pictures for a well-known geography magazine. Earn 5 adventure chips and skip ahead 3 spaces.



12 While floating over the Great Sandy Desert in Australia, you spot through your telescope, a vehicle far from any road and hundreds of miles from civilization. Nearby, two figures move slowly across the sand. You are their only hope! Lower the airship and rescue them.



13 Your airship is engulfed in smoke over Indonesia from wildfires that have started due to slash-and-burn agriculture. **Go back 5 spaces.**



14 A devastating earthquake has just occurred beneath the Indian Ocean west of the island of Sumatra, setting up a series of huge tsunami waves. You have special instruments onboard that you use to measure the height and speed of the waves. Your data will help scientists understand how these waves travel outward from the quake epicenter. **Earn 5 Adventure Chips.**



15 A giant smog cloud hangs over one area of the Indian Ocean. Detour to measure the different gases and particles in the smog and find out whether the smog is getting worse or better. **Earn 5 Adventure Chips.**



16 The trade winds blowing westward along the equator give you a big boost on your journey. **Skip ahead 4 spaces.**



17 Ho-hum. You're in the Doldrums, where the trade winds from north and south of the equator meet and cancel each other out, making the air absolutely still. The engines still work, but you have no tail wind, so your travels go much more slowly. **Go back 3 spaces.**



18 The Search and Rescue Satellite-aided Tracking (SARSAT) system has received a distress beacon from a ship stranded in the South Atlantic near your location. Head toward the coordinates you receive, find the stranded ship, and drop an emergency care package to last the crew until a ship can reach them and tow them to shore. **Earn 5 Adventure Chips or skip ahead 10 spaces.**



= Major high and low pressure (change with seasons)



19 The Chilliques Volcano in northern Chile is showing signs of life after more than 10,000 years of quiet. Fly your airship directly over it at low altitude. Take photos and measure any gases coming out of it. **Earn 5 Adventure Chips.**

20 Unstable air over the Andes Mountains in Peru toss the airship around like a beach ball on the ocean. Your poor crew members all suffer from motion sickness, bringing all research to a stop for a day. **Lose 5 Adventure Chips.**

21 El Niño is coming! Warm water is piling up along the equator in the Pacific, triggering floods in some places and droughts in others. Station your weather laboratory airship off the coast of Ecuador for a few days and make measurements of ocean temperatures. **Earn 5 Adventure Chips.**

22 While exploring the high pressure area in the South Pacific Ocean, you decide to give your tired crew a few days to relax on the Marquesas Islands in French Polynesia. **Earn 7 well-deserved Adventure Chips.**

23 Your airship gets caught in a hail storm. A giant hailstone damages the envelope and you begin to lose helium. Land to make repairs. **Lose 3 Adventure Chips or go 5 back spaces.**

24 The airship is unexpectedly caught in a series of swirling vortices of turbulent air off the coast of Baja California. **Go back 4 spaces.**



pressure areas