

### 5 QUAKE SIMULATOR

Build structures in the sand using the blocks. Press the easy, medium or strong buttons to test your structure in a planet quake. Try to use all the blocks before testing your structure.

### 4 ROV

Drive the remote camera vehicle on Planet X! Use it to look for signs of life. Can you tell anything about the planet from what the ROV sees?

### 3 AERODYNAMIC TEST CHAMBER

Here you can test space ships to see how they would behave while descending to the planet surface. Experiment! Float cups and plates on the column of air, and try using the scissors to modify them so they spin and hover. Press the button to start the blower.

### 2 DIGITAL DESIGN

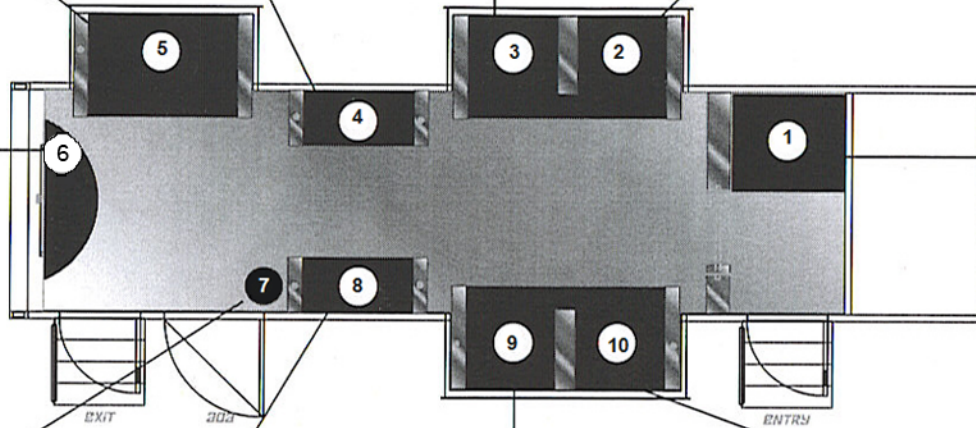
Use the CAD program to design the shape of your own space ship (try saying that 3 times fast!). Make any shape you want (be creative!) but be sure to keep the mass, volume and surface area of your shape within range. Click and drag the red dots to change the shape.

### 6 ORACLE

This is the ship's computer. Listen to its announcements. Follow the clock positioned over the Oracle's head. You can program the Oracle's announcements at the Communication Station.

### 1 POWER STATION

Manage the ship's power system. Test the fuel cells, and repair anything that breaks! You might need to separate with your buddy for this activity and use the phones. Work quickly!



### 8 ENERGY BEAM

Use the knobs to aim the green laser beam to the 4 sensors. Power up as many sensors as you can. Try to power up all 4 sensors at one time!

### 10 VIDEO MICROSCOPE

Examine the objects found on the surface of Planet X. Look for signs of alien life on Planet X. Remember what you observe.

### 7 COMMUNICATION STATION

Secret messages are being sent from Headquarters. Use the decoding wheels to figure out what they say, and program these messages into the Oracle so the rest of the crew can hear them. Decode the secret word first, then use the secret word to figure out the message itself.

### 9 WEATHER STATION

Choose a blank data sheet. Punch in the coordinates from the data sheet on the keypad. Record the weather data from that location and trace the map picture on the data sheet. Do as many sheets as you can. Keep the sheets with you and bring them back to the classroom.

