

THE GOES POES WILD WORLD OF WEATHER ADVENTURE GAME

POES
(Polar Orbiting
Environmental Satellite)

GOES
(Geostationary Operational
Environmental Satellite)



1. A blizzard has stranded several skiers in Idaho. The skiers are carrying Personal Locator Beacons devices that transmit a distress signal. Scientists pick up the signal and relay the skiers' location to a ground station, which transmits a message to anyone who can help. You can save the skiers, but first you must rescue them. 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 year of wind is nearly 60 miles wide, half a mile deep, and blowing from the west at nearly 300 miles per hour. Give yourself 5 Adventure Chips or skip ahead 10 spaces.

3. While your airship cruises through the part of the U.S. known as "tornado alley," an outbreak of tornadoes begins. The most carefully monitor their locations and take evasive measures to avoid the deadly storms. 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 revolve out or the airship will be ripped to shreds. Earn 5 Adventure Chips just for surviving. This adventure!

5. Make up quality measurements over the Mediterranean Sea just south of France. Earn 5 Adventure Chips or skip ahead 8 spaces.



6. A rare thunderstorm is building over the Sahara Desert. Order 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 3 Adventure Chips and skip ahead 4 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 Toba Malar Ocean 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 3 Adventure Chips.

9. Floods in eastern China have displaced many people who live in cities. Use pictures of the flooded areas to help local workers decide where to send the most help. Earn 3 Adventure Chips and skip ahead 6 spaces.

10. According to your radar, an unidentified flying object is headed your way! Duck! Or rather, float! Orbits a better ability to avoid a major collision with a flock of migrating pelicans. 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 3 Adventure Chips and skip ahead 2 spaces.

12. While floating over the Great Sandy Desert in Australia, you spot through your telescope, a ribbon of bright red sand and thousands of miles from civilization. Really, the Ryugu, move slowly across the sand. You see their only hope! Lose the safety and rescue them.



13. Your airship is squiggled 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 off a series of huge tsunami waves. You have several 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 3 Adventure Chips.

15. A giant sting cloud hangs over one area of the Indian Ocean. Order 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 blow straight along the equator give you a big boost on your journey. Skip ahead 4 spaces.

17. Hi-hum. You're in the Galileos, 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 (SARST) 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 case package to tell the crew until a ship can reach them and tow them to shore. Earn 3 Adventure Chips or skip ahead 10 spaces.



19. The Chilques Volcano in northern Chile is showing signs of the after more than 10,000 years of quiet. If 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 has the airship around like a beach ball on the ocean. Your gear crew members all suffer from motion sickness, bringing all research for a week for a day. Lose 5 Adventure Chips.

21. Niho is isolated! Niho is only getting up along the equator in the Pacific. Bringing Niho to some places and supplies to others. Station your weather laboratory working off the coast of Ecuador for a few days and take 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 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 fuel storm. A giant hailstorm damages the envelope and you begin to lose helium. Land to make repairs. Lose 5 Adventure Chips or go 10 back spaces.

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



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High and low pressure areas
(change with seasons)

