

CHOOSE YOUR OWN ADVENTURE®

# Moon Quest

Anson Montgomery

Choose from  
14 ENDINGS!

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Hill

You are a moon colonist.

The year is 2053, and you live in Tycho Colony. The colony is both above and below ground, but your home is underground, which protects you from cold, empty space. Your parents came from Earth, but you've lived here your whole life. People here call the moon "Luna."

Tycho Colony is a city of glass domes and underground caves and tunnels. You can go almost everywhere through the many tunnels and airlocks. But if you want to go outside, there is no atmosphere, so you have to wear a spacesuit.

More and more people are coming to Tycho from Earth. These Earthlings need places to live, so they use lasers to cut more new tunnels under the surface. Some colonists think the moon is too crowded. They want to be independent from Earth. Others are moving out to the new colony on Mars.

Sometimes you think that maybe you should go too.

For now, you're not thinking about leaving Luna. You have a good job, working as a tour guide for visitors from Earth. Some days, like today, there are no visitors, so you have the whole day off.

As you leave the tour office, you step out under the wide Lunar Dome. The sun is shining, but when you look outside the thick glass windows, everything is black, white, and gray. Outside the dome, Luna is a dusty, rocky desert.

"What are you doing?"

You turn around and see your good friend, Taman.

"Nothing. I was just thinking about how living on Luna makes us colonists different from Earthlings."

"Well, we still have to work, don't we?" Taman says with a smile. "What time is it?"

You look down at your watch. It is very old. Your Earthling grandfather sent it up to you. It doesn't have a screen or buttons. It has hands that turn in circles. It doesn't even send messages, like the new communicators. You like your old watch anyway.

"Let's go to the park!" Taman says. "I need to see some green."



The park is just the place to go. You love Luna's sharp mountains and wide craters, but the moon's gray surface just doesn't feel alive.

The park is in another large dome. Vegetables reach up towards the sunlight. The plants grow tall and thin because of the moon's weak gravity, but they taste pretty much the same as the vegetables from Earth. Plus, they make oxygen for people to breathe.

A small stream passes along one side of the park. The moon is very dry, and water is precious. This is one of the few places you can hear the sound of running water. The moon and everything on it is dry as dust.

This park is your favorite place to relax, but today is different.

"What's wrong?" asks Taman. "Shouldn't you be at work?"

"My tour guide job has been pretty slow lately," you say. "Not many tourists are coming. They're all worried that Luna will separate from Earth. There could even be a war."

"Your boss seems mean too!" says Taman.

"No, he's okay," you reply. "But what about you? Are you keeping busy?"

"I'm working for my dad cutting some new tunnels. I'm pretty good with a laser cutter. We're going to cut right up to the surface and add a new window. Plus, he said he'd get me a new spacesuit if I helped out," Taman says.

"Well, if I don't get any work soon, maybe I'll go to the Mars Colony," you say.





Just then, Taman's communicator screen flashes. "It's for you," he says. "Why do you wear that stupid old watch? You bought that awesome Mark IV communicator last year but you never wear it. Half the messages I get are for you. Here, look." Taman holds out his arm. "There are two messages for you."

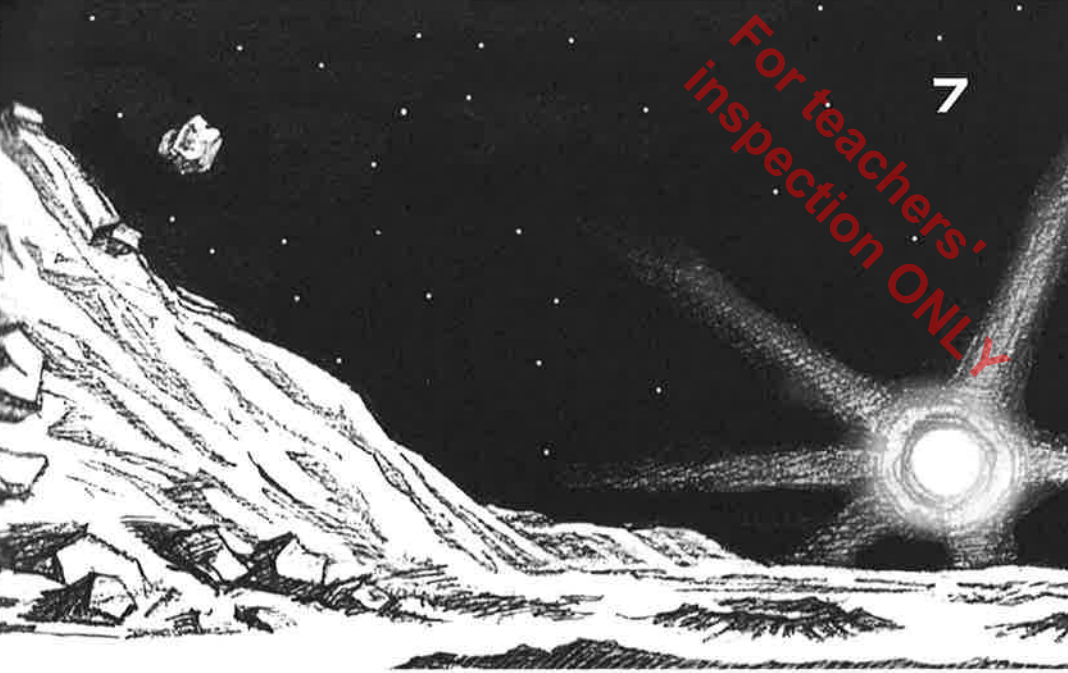
From: Lunar Science Group (LSG)

Subject: Far Side Program Assistance

The Earth scientist Dr. Nasir will need help from an experienced guide to travel to the far side. You will go everywhere with Dr. Nasir. If you want to work for the LSG and explore the moon, reply immediately.

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*Continue to the next page.*



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For teachers' inspection ONLY

From: Al Cho, Luna Tours

Subject: Big job!

A group of Earth diplomats is coming tomorrow. These are very important people, and you're my best guide. Call me!

Now, you have a problem. Instead of no work, you have two jobs. You've never been to the far side, but it would also be exciting to guide important Earth diplomats around. What should you do?

You are about to make your first choice!  
Make your choice before you turn the page.



*If you want to guide Dr. Nasir, turn to page 8.*

*If you want to guide the diplomats, turn to page 17.*