COSMO EXPLORER: RESCUE MISSION TO MARS

Interactive Story-Driven Maze Adventure // Ages 7-12

THIS QUEST BOOK BELONGS TO:

_____

Single-Sided Activity Layout with Anti-Bleed Test Pages

Complete Answer Keys Included in the Back

MISSION BRIEFING & RULES

Welcome, brave adventurer!

You are about to embark on an epic quest with Captain Nova and Astro-Pup Sparky.
Ahead lie 20 perilous labyrinth trials guarding the legendary secrets of Cosmo Explorer.

Every stage presents a brand-new story chapter, scaling obstacles, and treacherous winding turns. Keep your pencil sharp, avoid dead ends, and lead our heroes safely to victory!

--- ADVENTURER'S CODE OF CONDUCT ---
1. Start at the HERO marker (top-left) and navigate towards the TARGET goal (bottom-right).
2. Never cross through solid black walls.
3. Use the single-sided test pages behind each maze to test your markers so colors don't bleed.
4. If you get truly lost, full Answer Keys are available starting on Page 43!

EXPEDITION GEAR CHECKLIST:

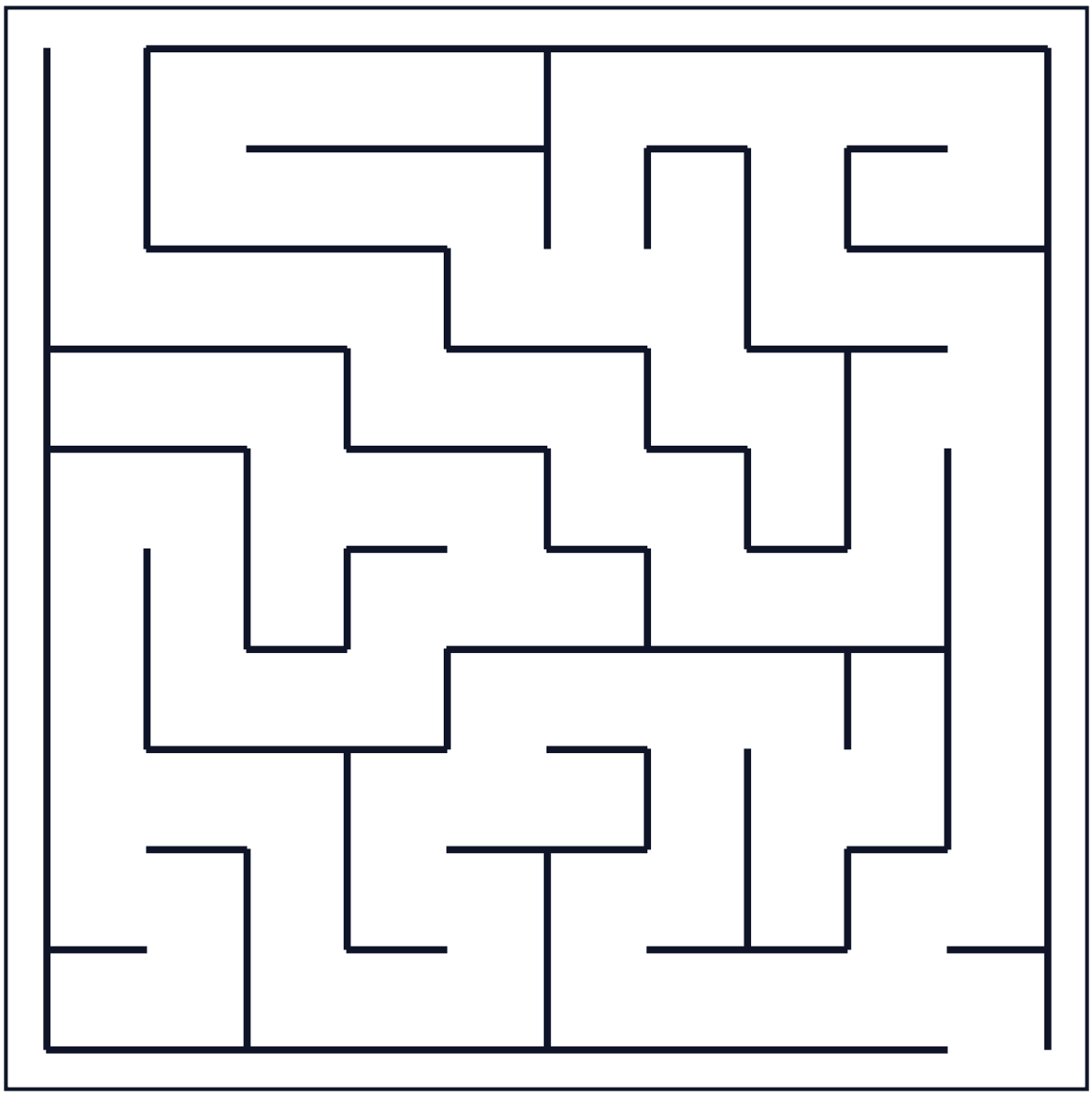
[ ] 1x Sharp HB or 2B Pencil
[ ] 1x Clean Eraser for correcting wrong turns
[ ] 1x Pack of Colored Pencils or Fine Markers
[ ] 1x Unstoppable Spirit of Discovery!

STAGE 01 // DIFFICULTY: EASY

Launch Pad Odyssey

Captain Nova straps into the cockpit of the Stellar Falcon. Thrusters roar as the rocket punches through Earth's atmosphere into the star-studded black void.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Guide Nova through the orbital satellite grid to reach open interplanetary space!

ADVENTURER'S NOTES // TRIAL 01

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

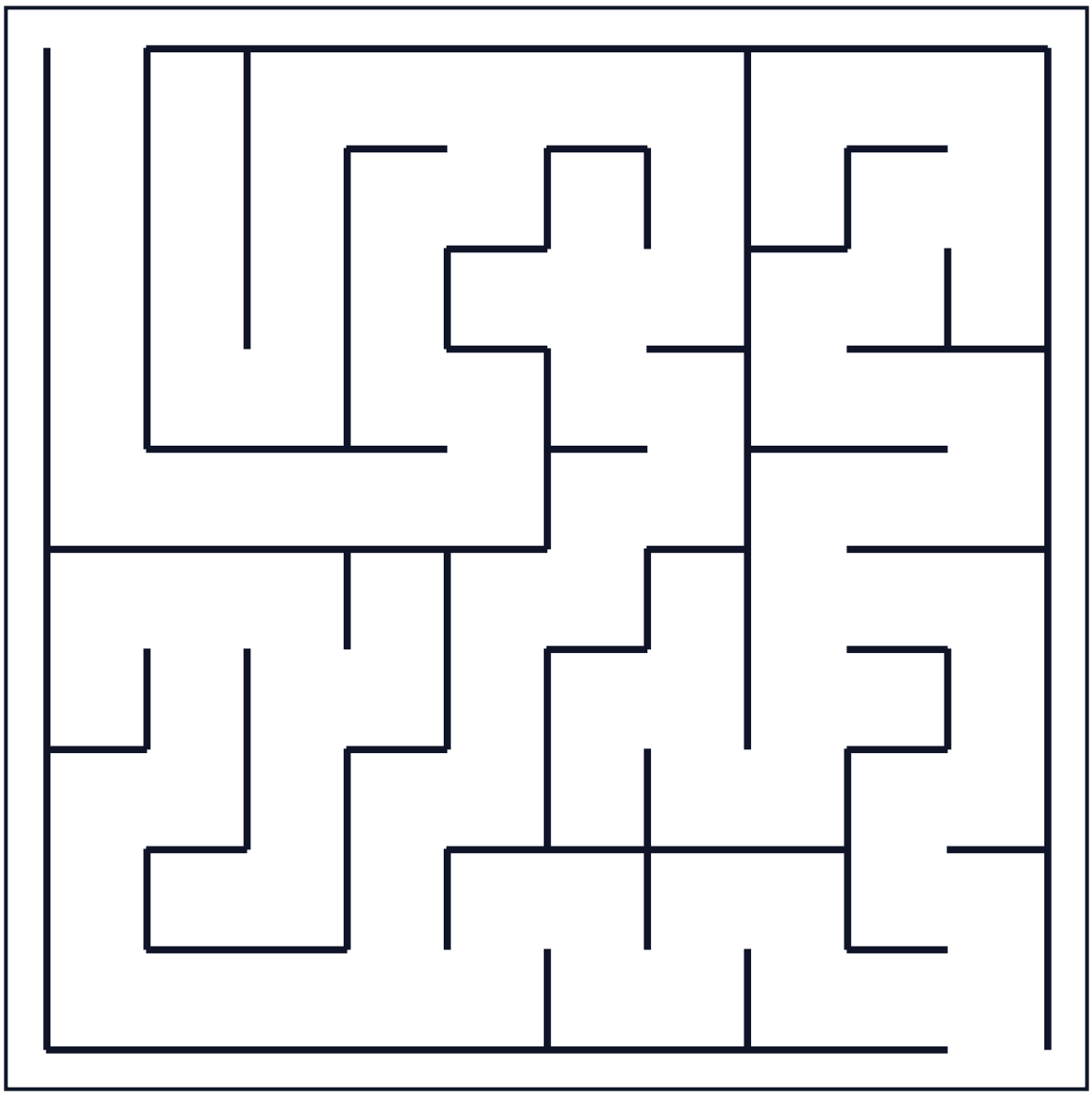
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 02 // DIFFICULTY: EASY

The Lunar Outpost Slingshot

Moon Base Alpha signals with flashing beacon lights. Nova must navigate the lunar gravitational slingshot corridor to gain maximum speed toward Mars.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Steer around lunar craters to hit the gravitational boost vector!

ADVENTURER'S NOTES // TRIAL 02

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

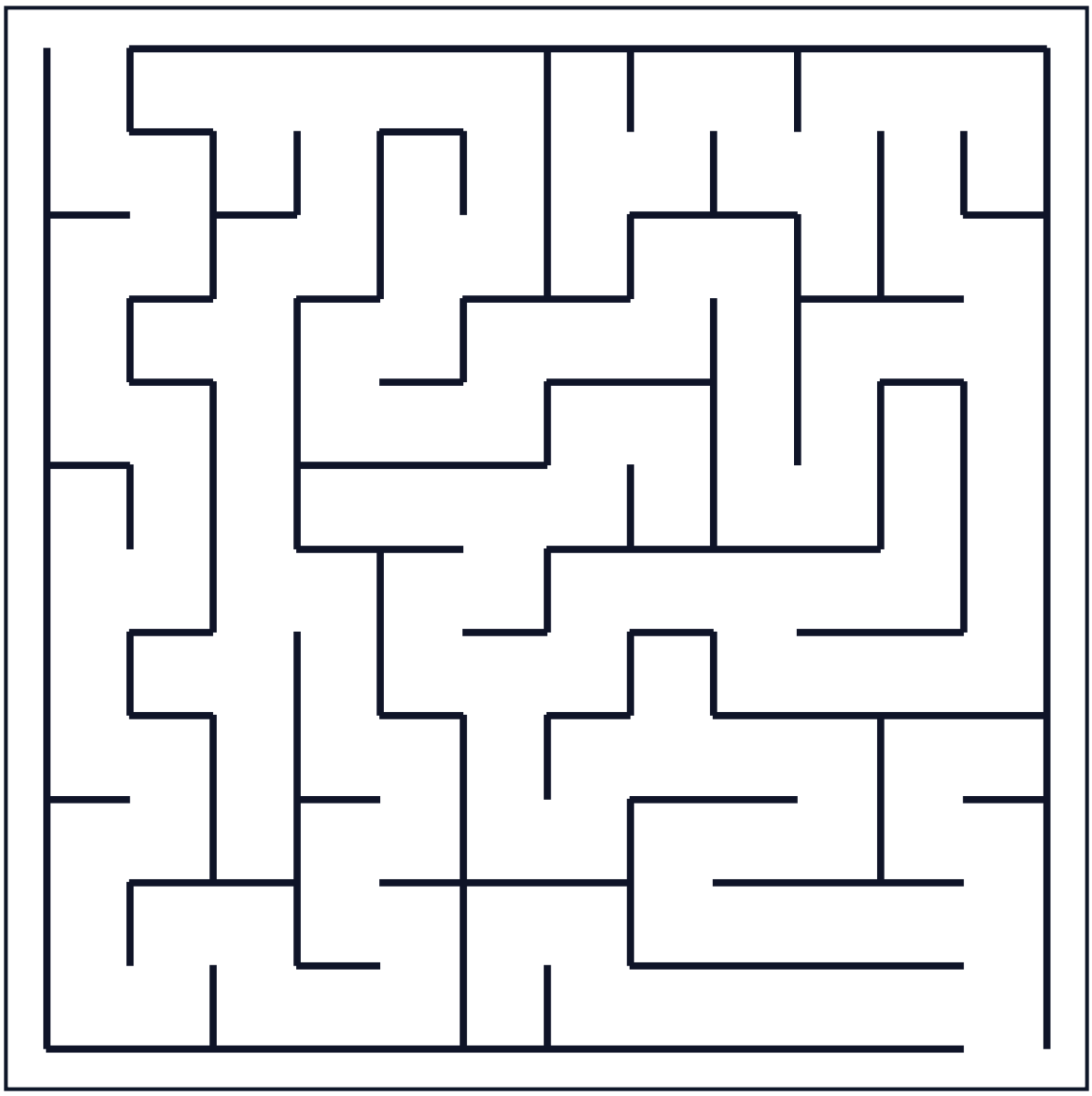
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 03 // DIFFICULTY: EASY

The Whispering Solar Flare Corridor

The Sun unleashes a wave of dancing plasma filaments. Sparky barks an alert as glowing solar winds create temporary ion corridors.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Thread the ship through the quiet plasma channels to avoid radiation storms!

ADVENTURER'S NOTES // TRIAL 03

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

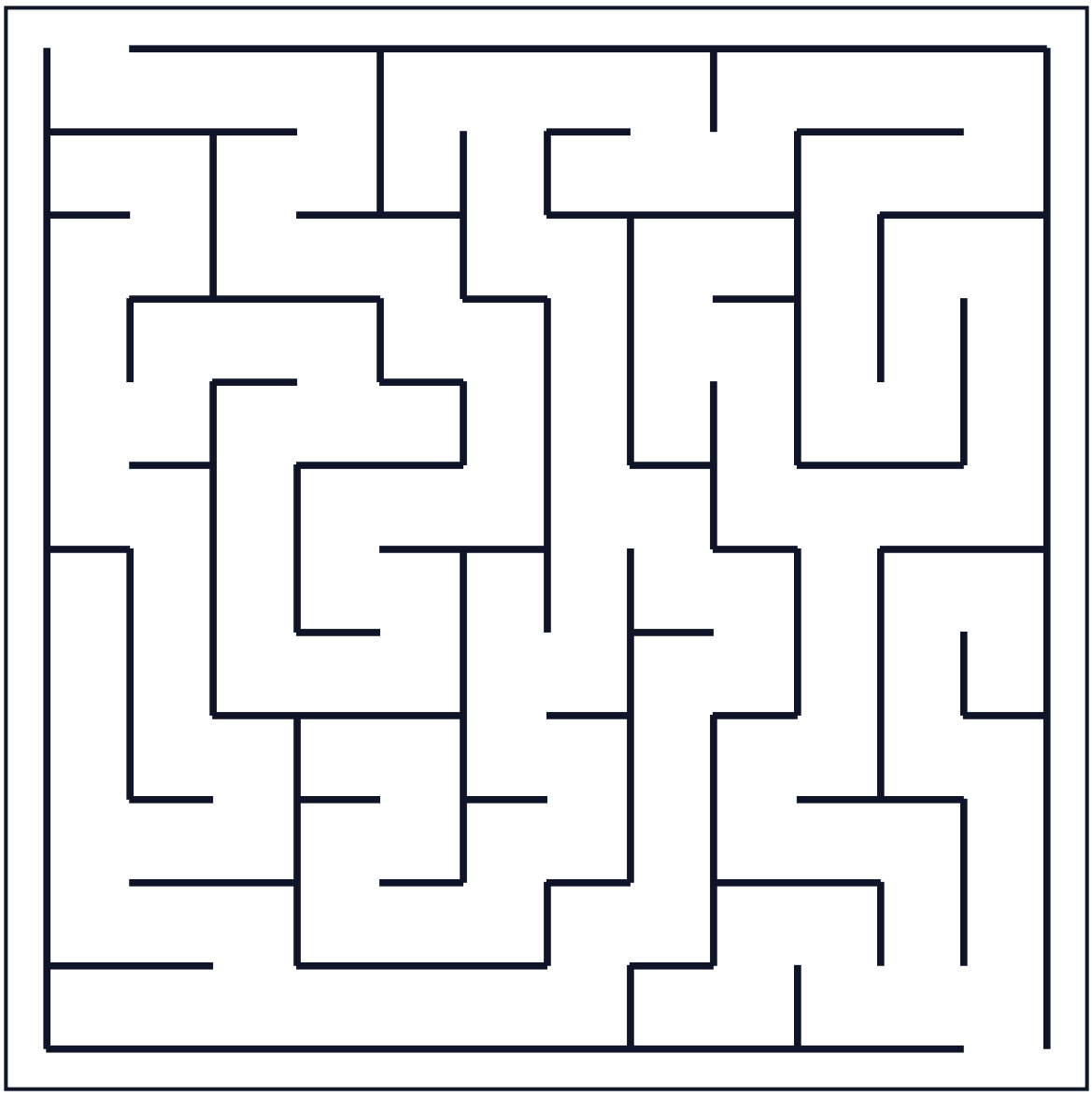
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 04 // DIFFICULTY: EASY

Drifting Asteroid Belt

Thousands of tumbling space rocks float silently in the dark. Ancient nickel-iron asteroids spin slowly, hiding rare cobalt ore.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Navigate the tumbling asteroid cluster to locate the abandoned mining beacon!

ADVENTURER'S NOTES // TRIAL 04

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

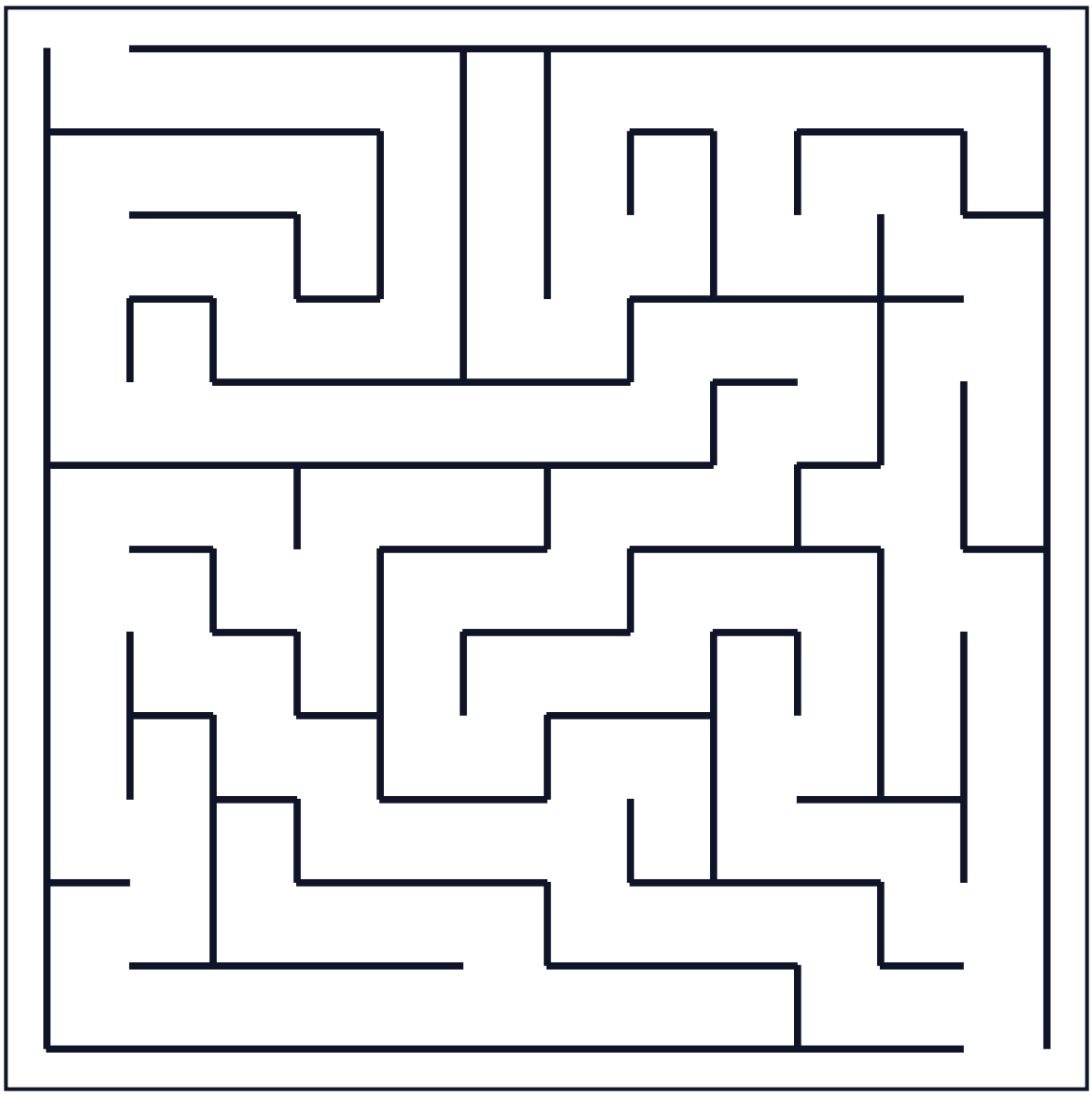
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 05 // DIFFICULTY: EASY

The Comet Trail Express

Comet Encke glides past, dragging a glittering tail of ice dust and turquoise crystals. Nova matches velocities to recharge the ion shields.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Surf along the icy comet tail to gather cosmic recharge crystals!

ADVENTURER'S NOTES // TRIAL 05

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

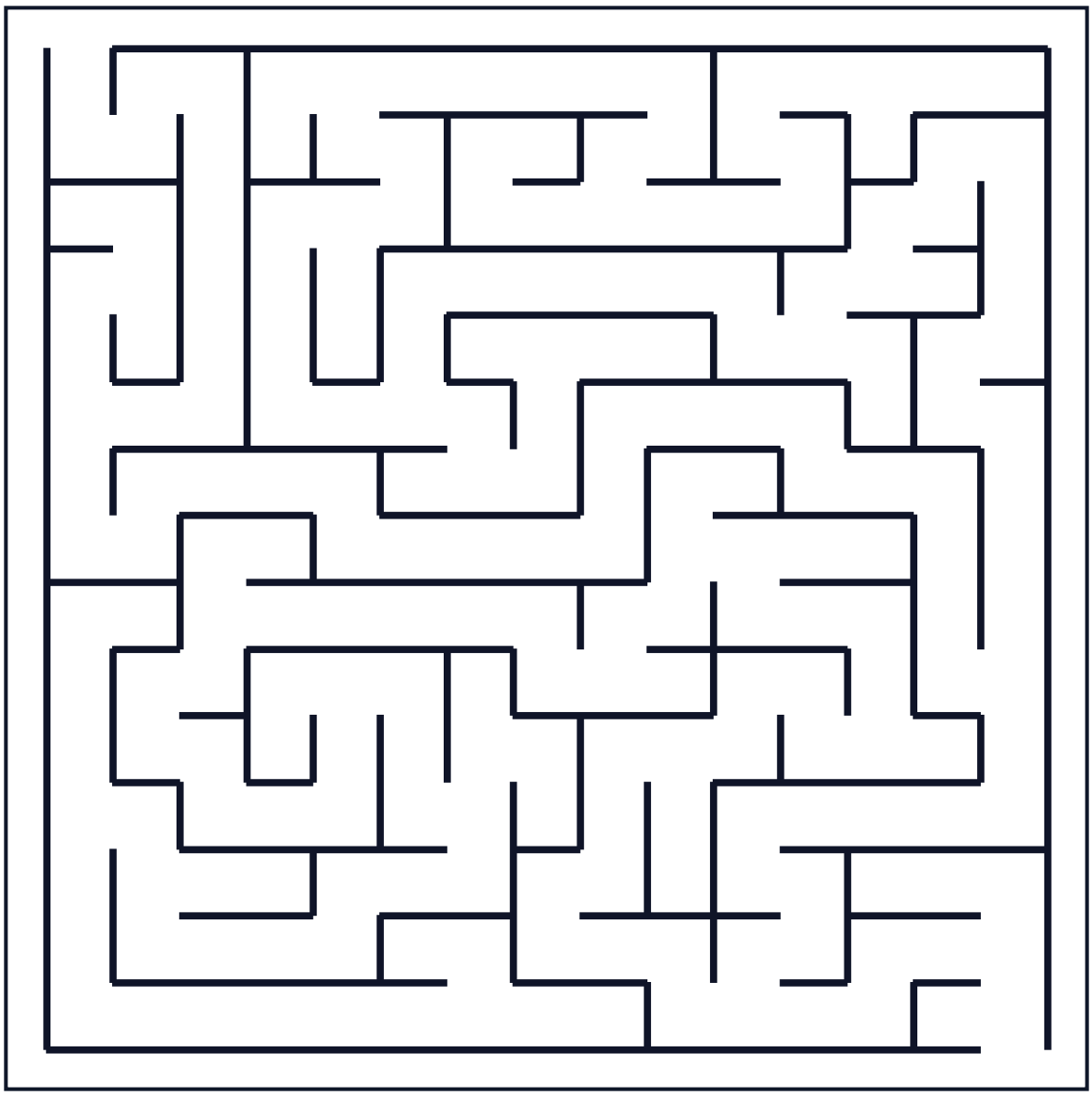
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 06 // DIFFICULTY: MEDIUM

Approaching the Red Planet

Mars grows from a faint orange dot into a massive rust-colored sphere. The thin Martian atmosphere glows with faint violet aurorae.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Calculate the atmospheric entry corridor toward the Valles Marineris canyon!

ADVENTURER'S NOTES // TRIAL 06

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

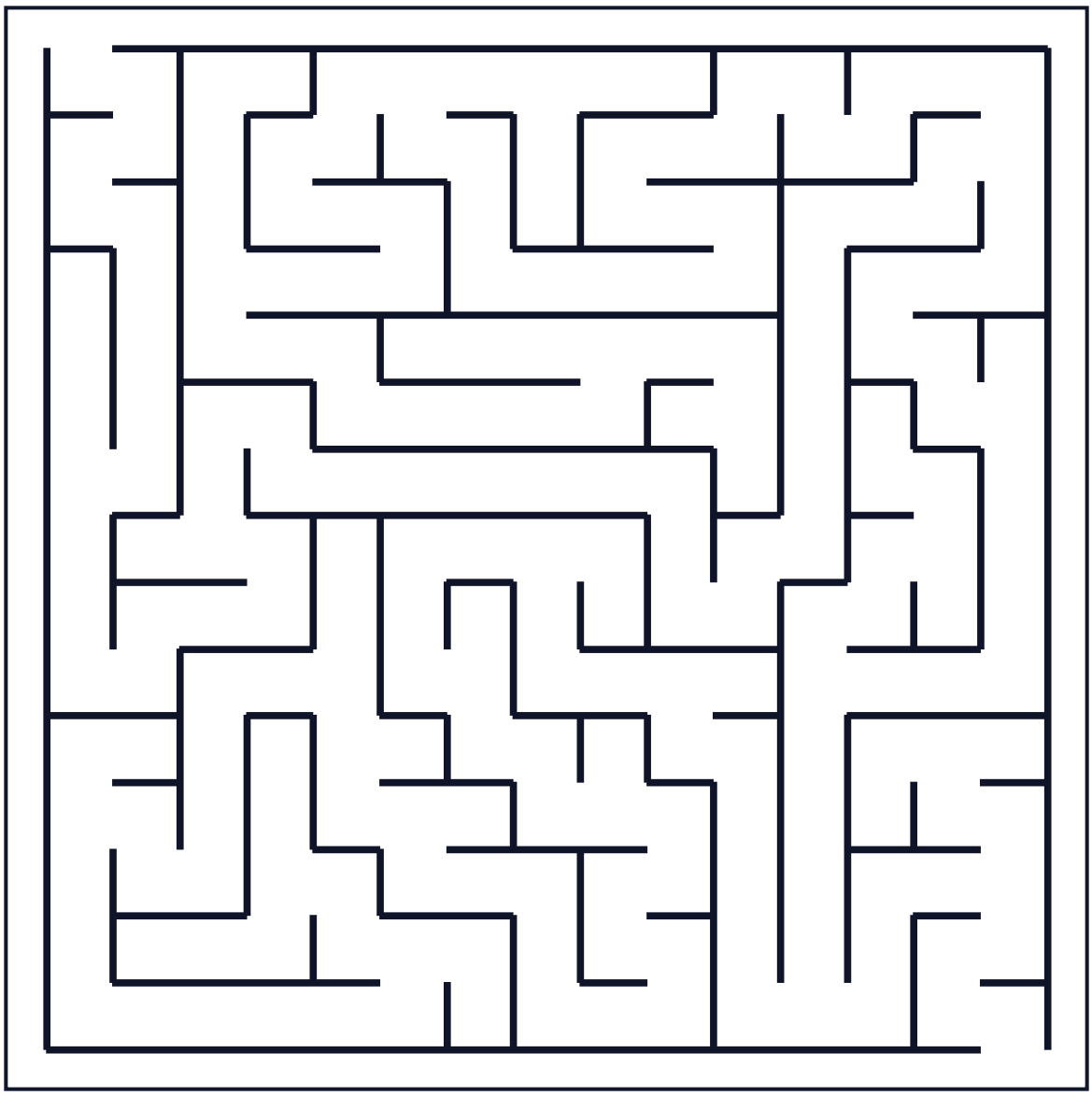
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 07 // DIFFICULTY: MEDIUM

Dust Storm Over Olympus Mons

A towering dust storm sweeps across the solar system's tallest volcano. Sensor visibility drops, leaving only navigational radar grids.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Navigate through swirling rust dust to touch down safely at Base Alpha!

ADVENTURER'S NOTES // TRIAL 07

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

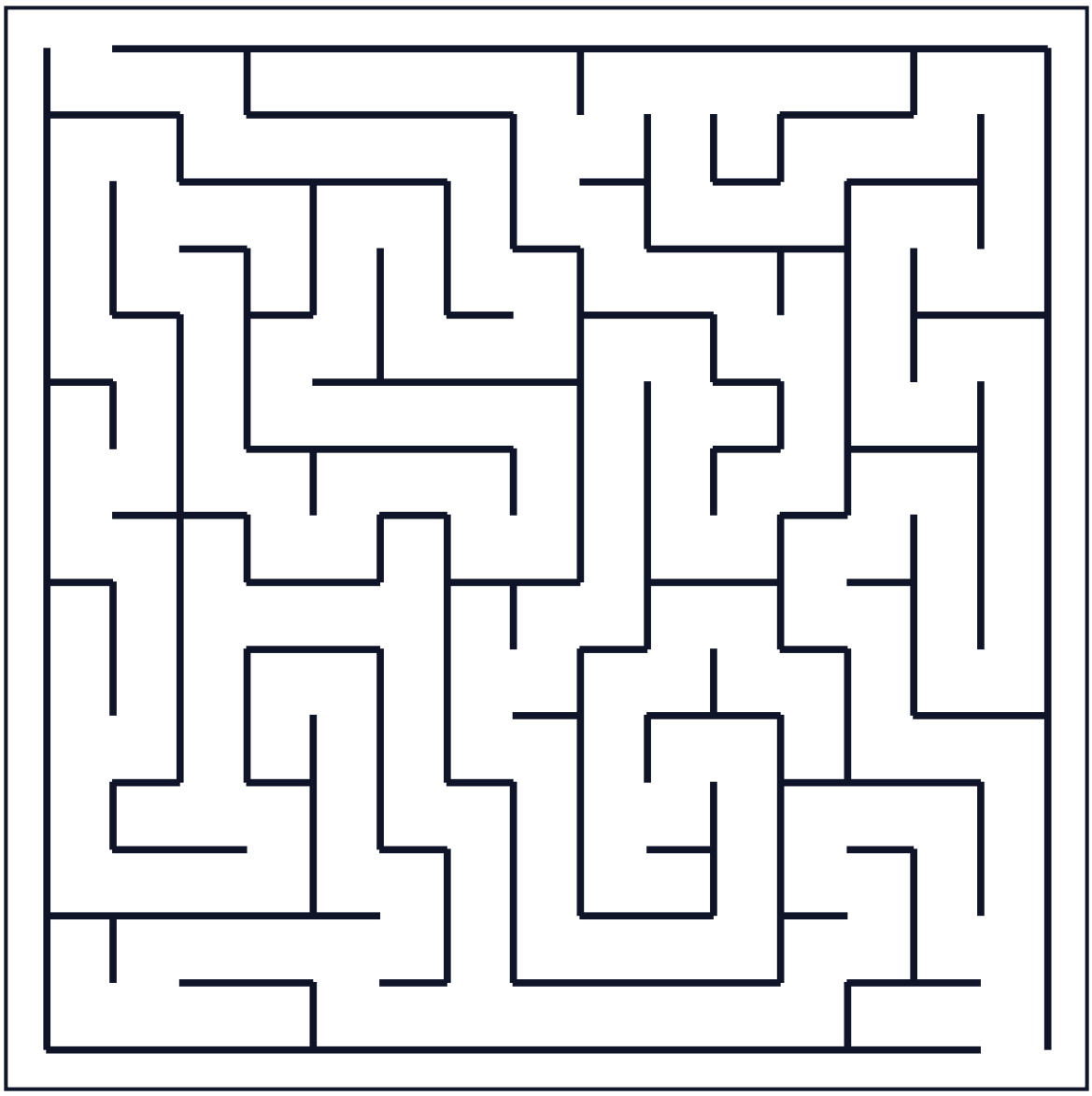
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 08 // DIFFICULTY: MEDIUM

The Martian Ravine Trek

Nova and Sparky deploy the six-wheeled rover. Jagged iron cliffs cast long shadows across the dry, cracked red canyon floor.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Drive the rover through the winding canyon boulders to locate the distress beacon!

ADVENTURER'S NOTES // TRIAL 08

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

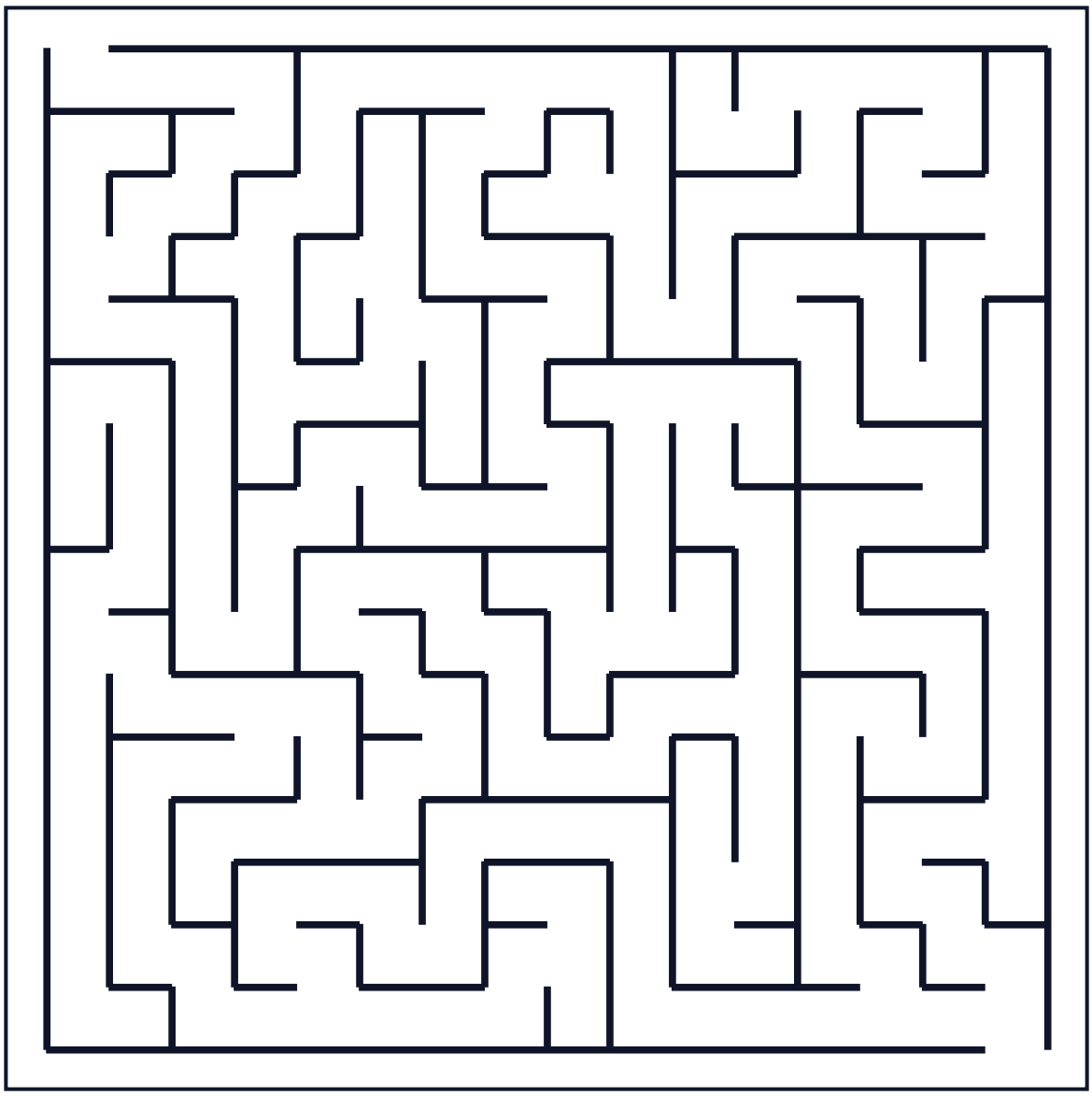
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 09 // DIFFICULTY: MEDIUM

The Ancient Lava Tubes

Deep underground shelters provide refuge from surface radiation. Giant smooth basalt tubes stretch for kilometers under the volcanic plateau.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Trace the subterranean lava tunnel network toward the subterranean bio-dome!

ADVENTURER'S NOTES // TRIAL 09

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

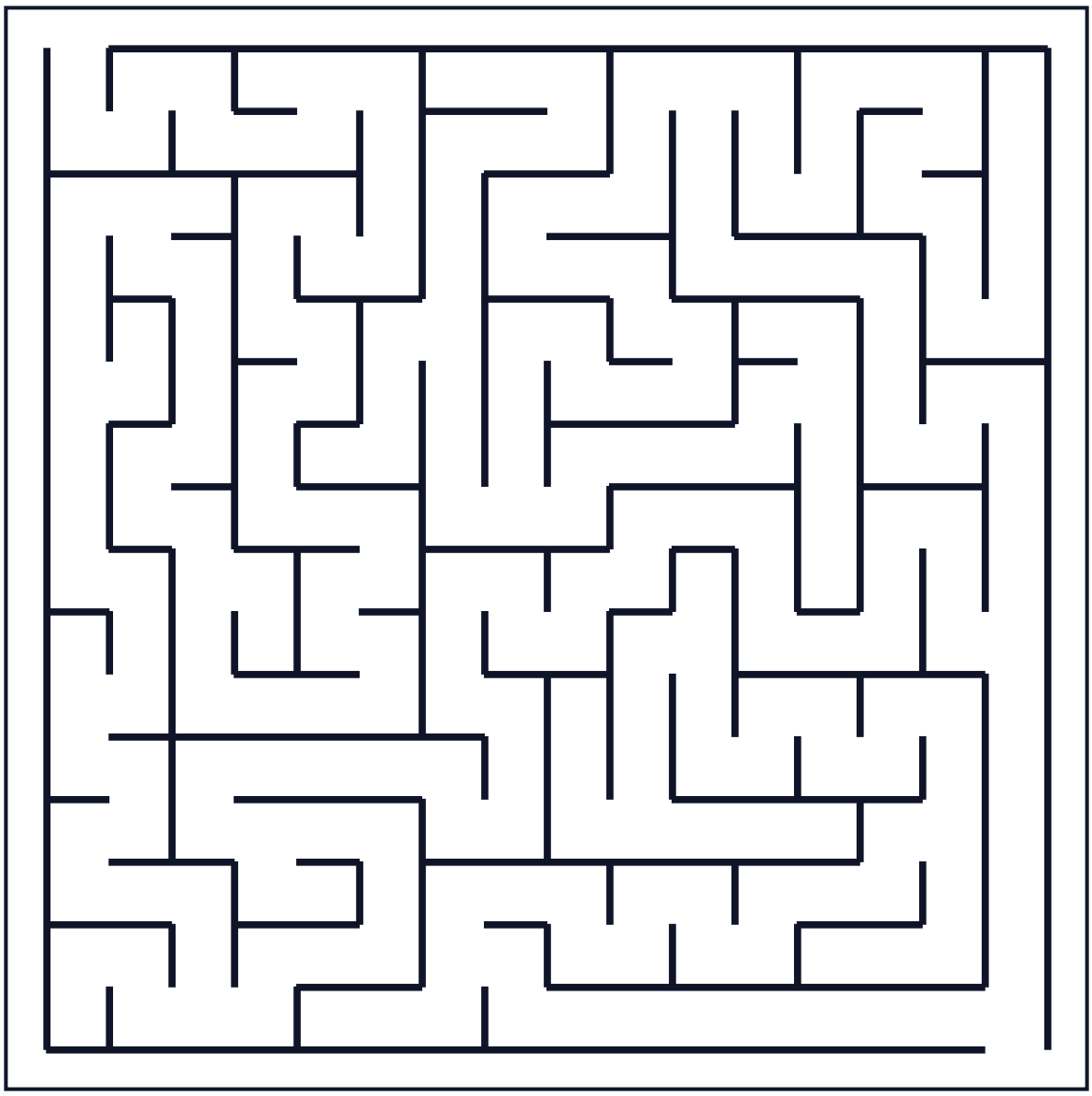
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 10 // DIFFICULTY: MEDIUM

The Subsurface Ice Cavern

Sparky's collar scanner detects pure frozen water. Enormous stalactites of clear ice reflect the rover's floodlights in brilliant blue hues.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Cross the frozen underground lake without skidding into deep crevices!

ADVENTURER'S NOTES // TRIAL 10

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

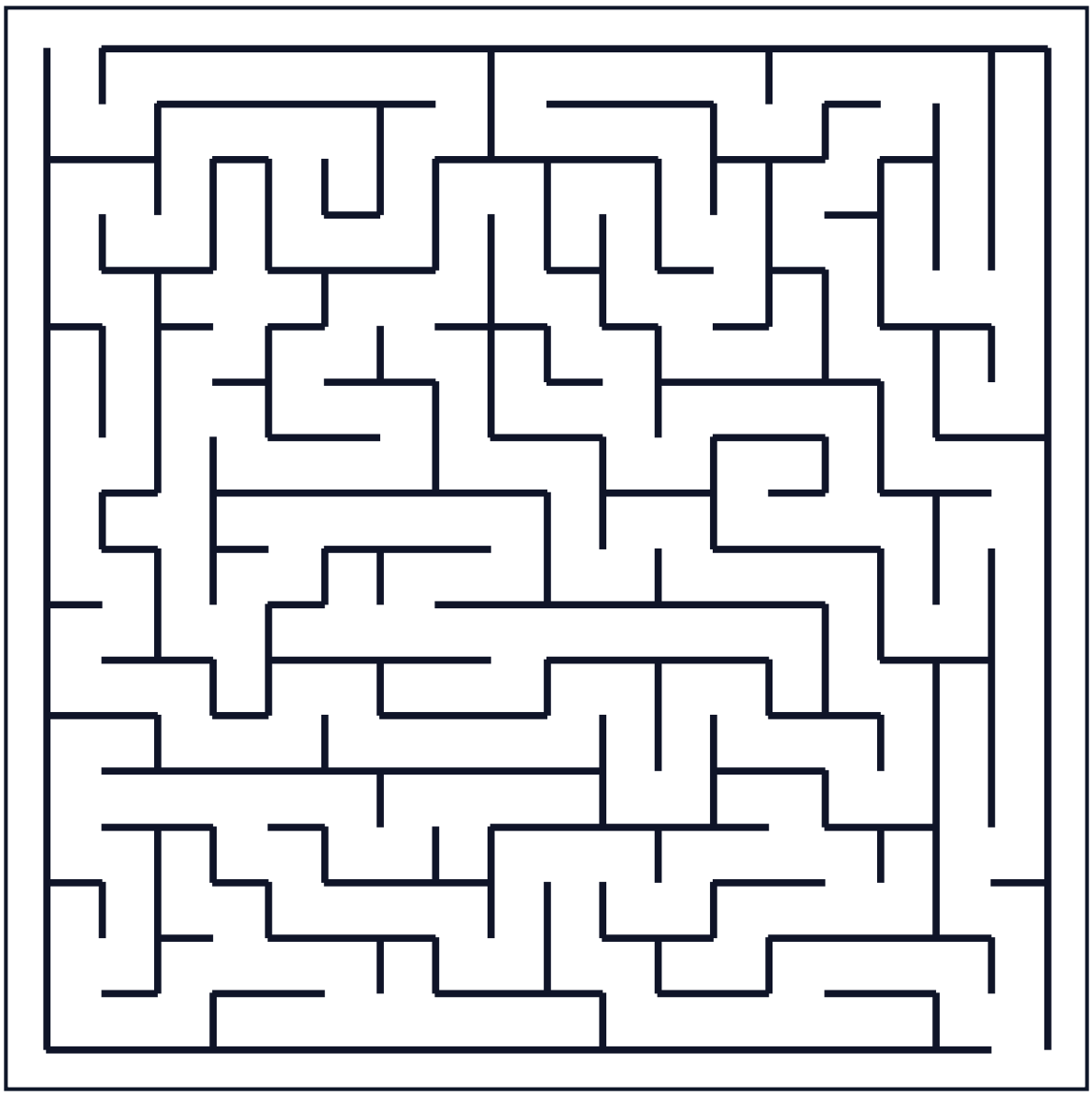
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 11 // DIFFICULTY: MEDIUM

The Solar Array Repair Yard

The solar panel farm of Research Station 4 has suffered storm damage. Cables and shattered solar cells form a giant maze of high-voltage conduits.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Navigate the maintenance pathway to flip the main power breaker!

ADVENTURER'S NOTES // TRIAL 11

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

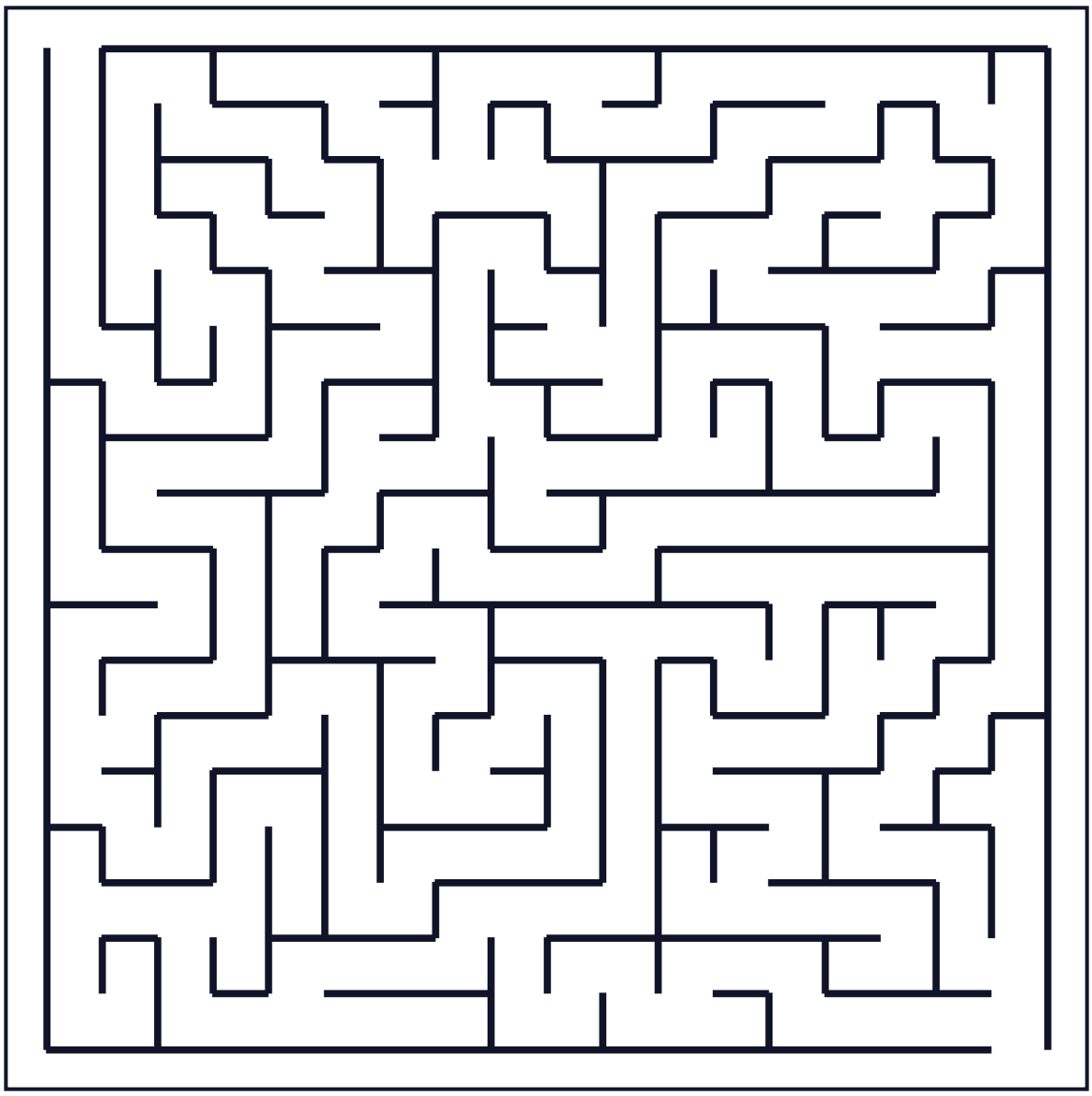
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 12 // DIFFICULTY: MEDIUM

The Greenhouse Hydroponics Lab

Inside Dome 3, automated farming robots have gone haywire in the dark! Lush Martian tomato vines and giant spirulina tanks block the corridors.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Weave through overgrown hydroponic rows to reach the central AI terminal!

ADVENTURER'S NOTES // TRIAL 12

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

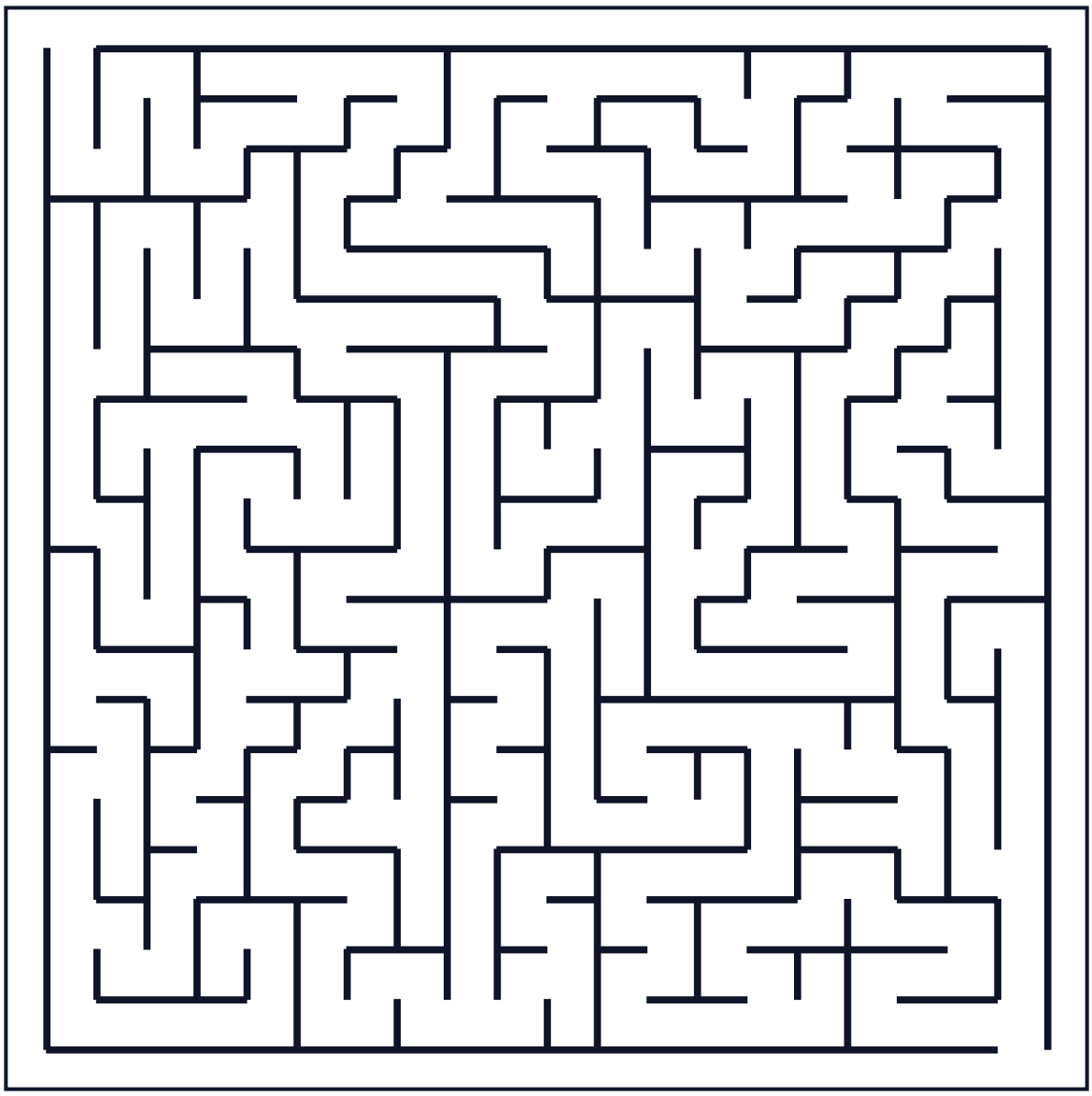
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 13 // DIFFICULTY: HARD

The Rogue Drone Patrol

Security drones with flashing red sensor eyes patrol the outer ring, mistaking Nova for an intruder. Silence and timing are everything.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Slip past the rotating drone patrol lanes to reach the Airlock Alpha door!

ADVENTURER'S NOTES // TRIAL 13

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

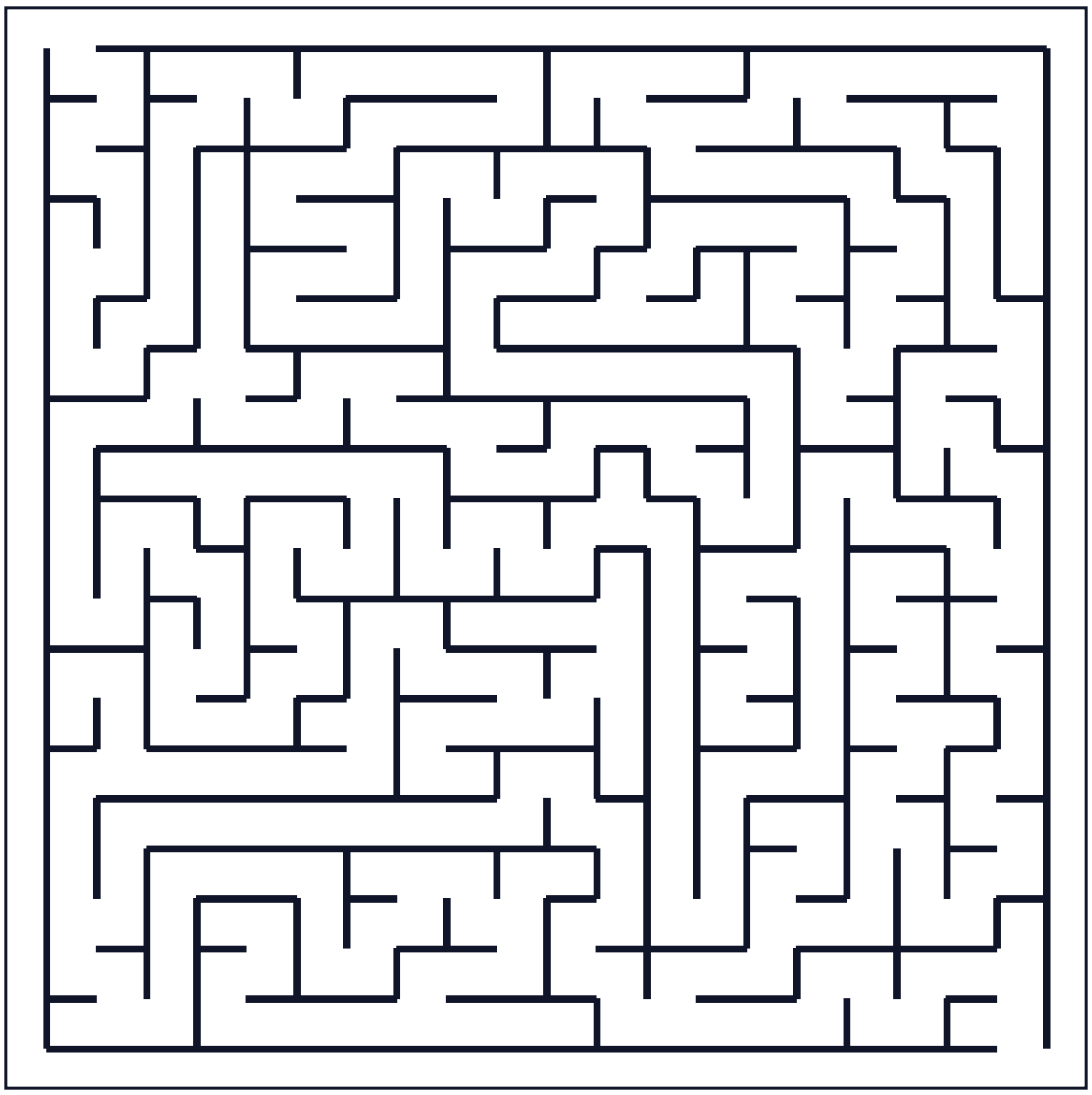
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 14 // DIFFICULTY: HARD

The Quantum Computer Core

Supercooled liquid helium pipes glow with neon blue neon pulses. The mainframe is trapped in a reboot loop, creating holographic maze firewalls.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Traverse the holographic data bridges to insert the override flash key!

ADVENTURER'S NOTES // TRIAL 14

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

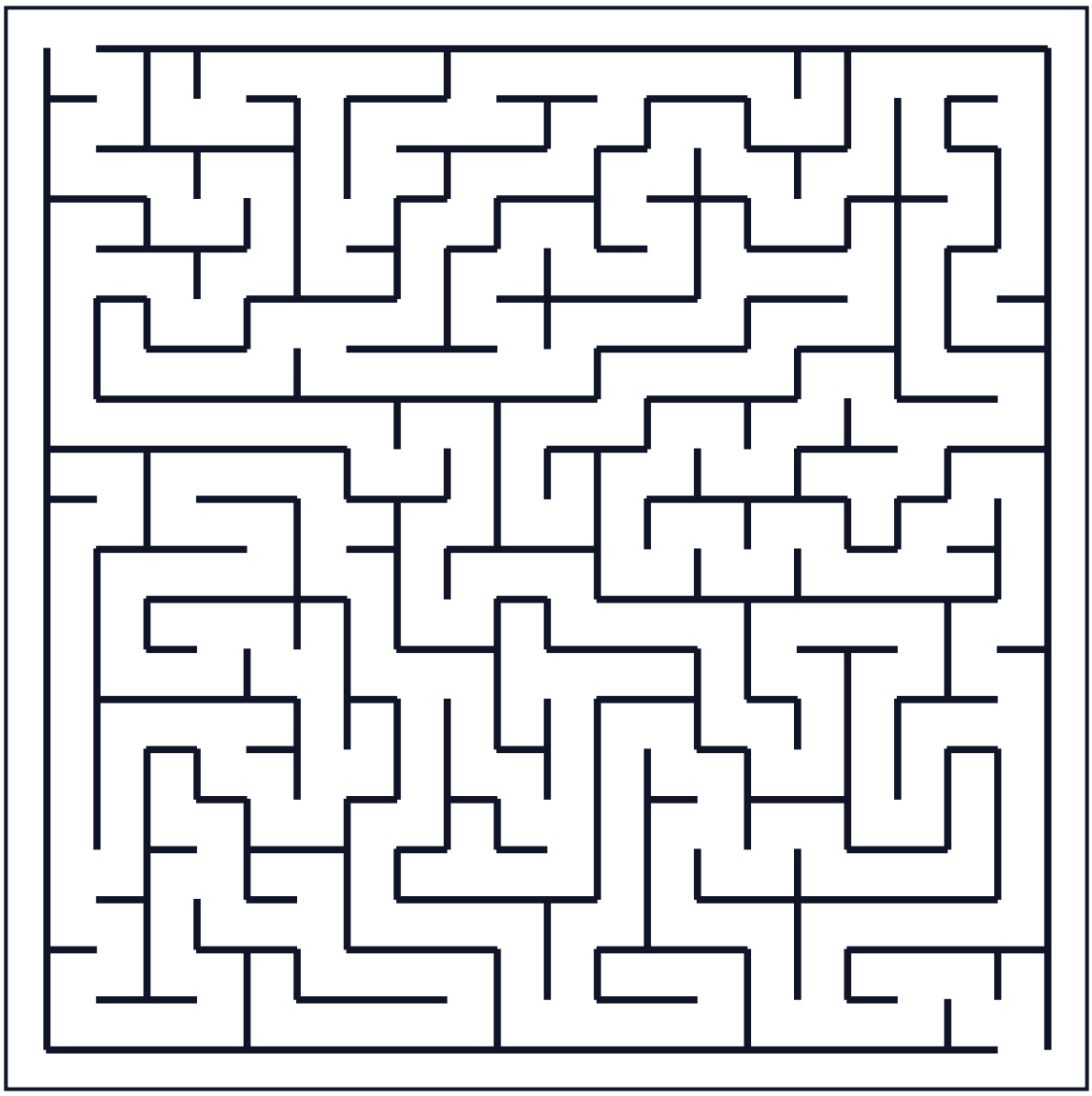
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 15 // DIFFICULTY: HARD

The Gravity Inversion Chamber

A damaged magnetic generator has reversed gravity in the cargo bay! Floating crates and toolboxes drift along unpredictable orbits.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Jump between tether points in zero-G to reach the emergency medical bay!

ADVENTURER'S NOTES // TRIAL 15

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

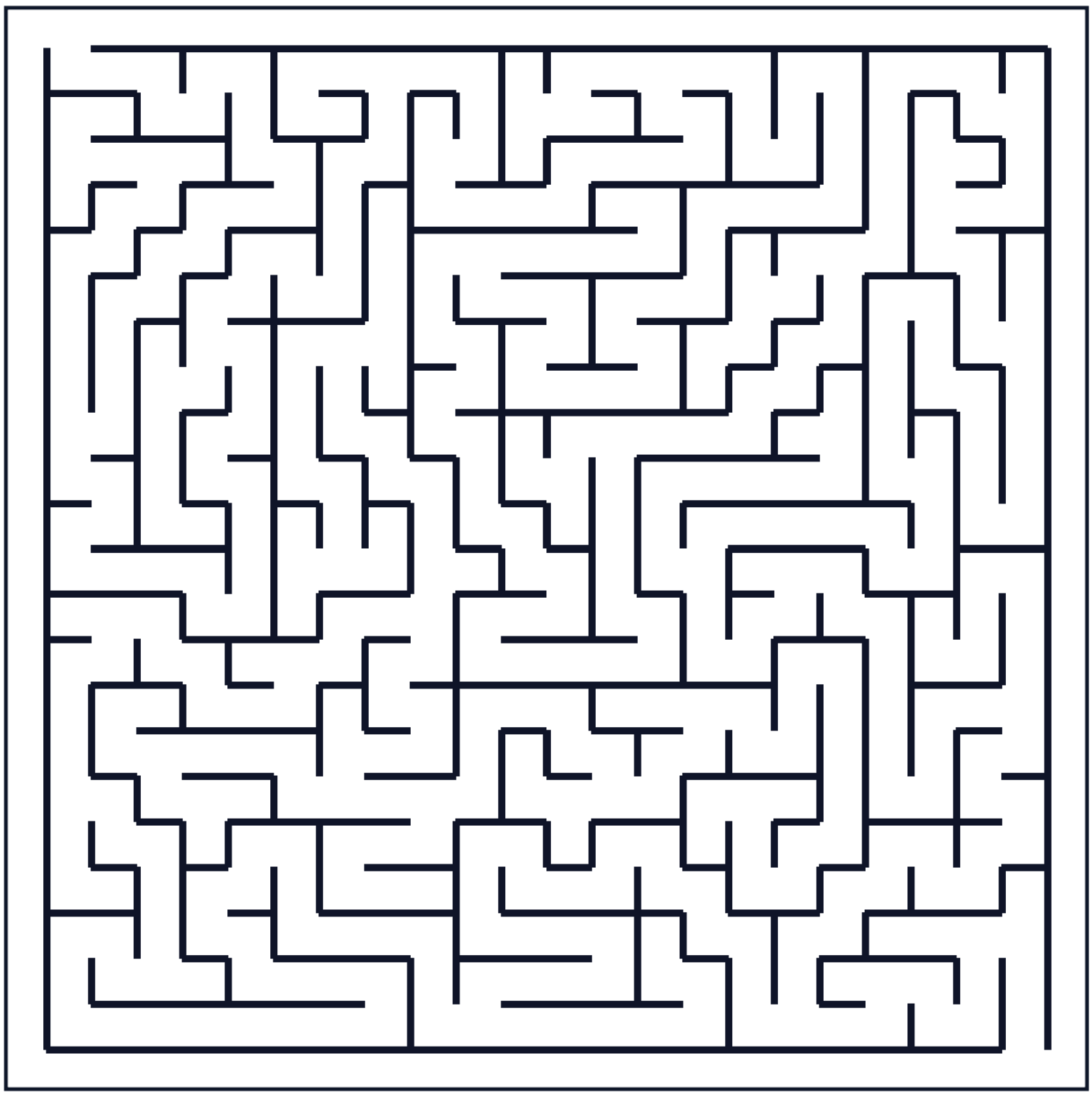
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 16 // DIFFICULTY: HARD

The Rescue Pod Airlock

Nova finally spots the lost scientific crew's life-support capsule. But the pressurization corridors have sealed shut under emergency lockdown.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Unlock the emergency pressure release valves in the correct sequence!

ADVENTURER'S NOTES // TRIAL 16

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

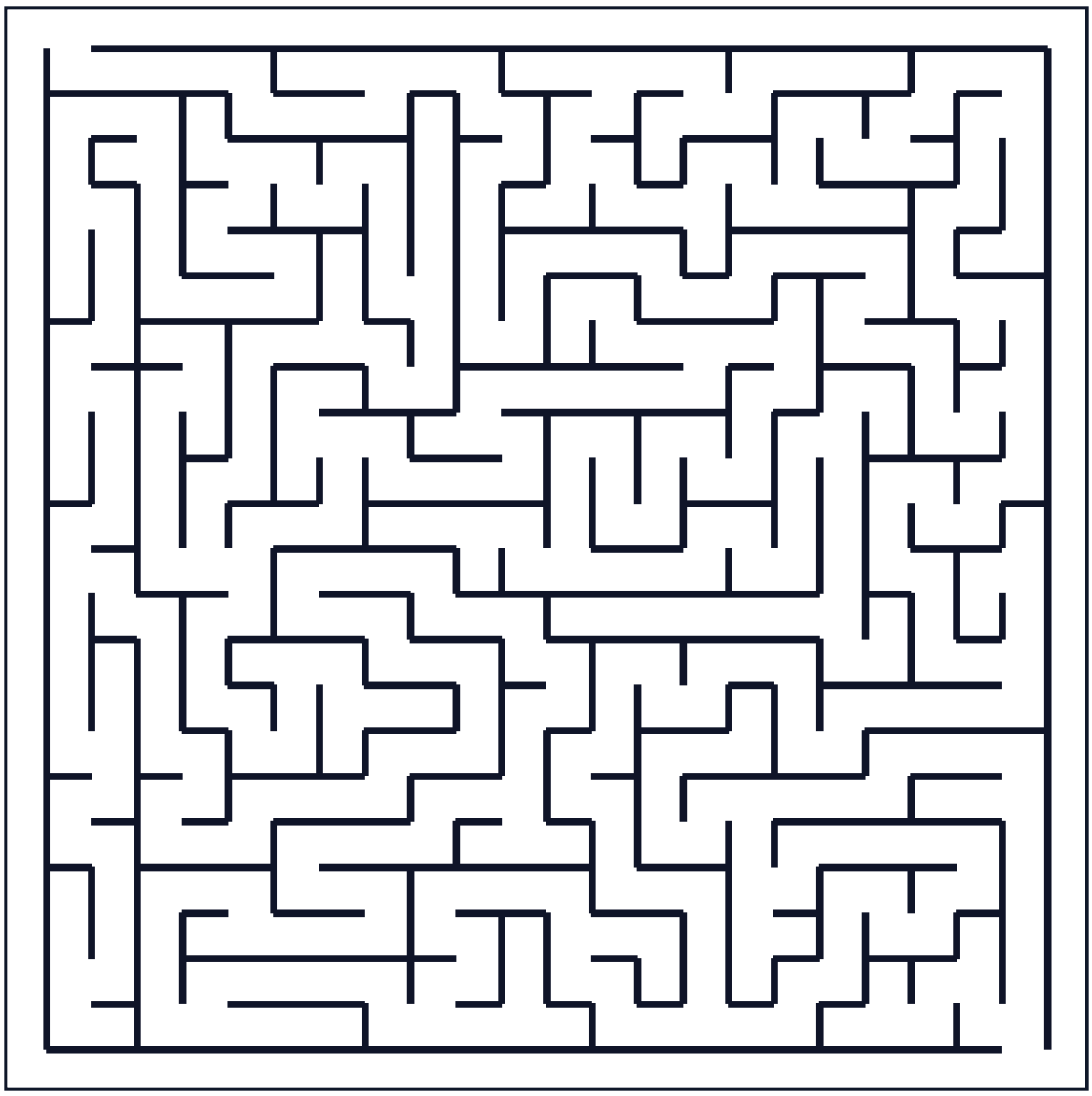
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 17 // DIFFICULTY: HARD

Crew Extraction Route

The four stranded scientists are safe, but seismic tremors shake the facility. Nova must lead the team through crumbling service ducts.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Guide the whole rescue team back through the shaking tunnels toward the rover!

ADVENTURER'S NOTES // TRIAL 17

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

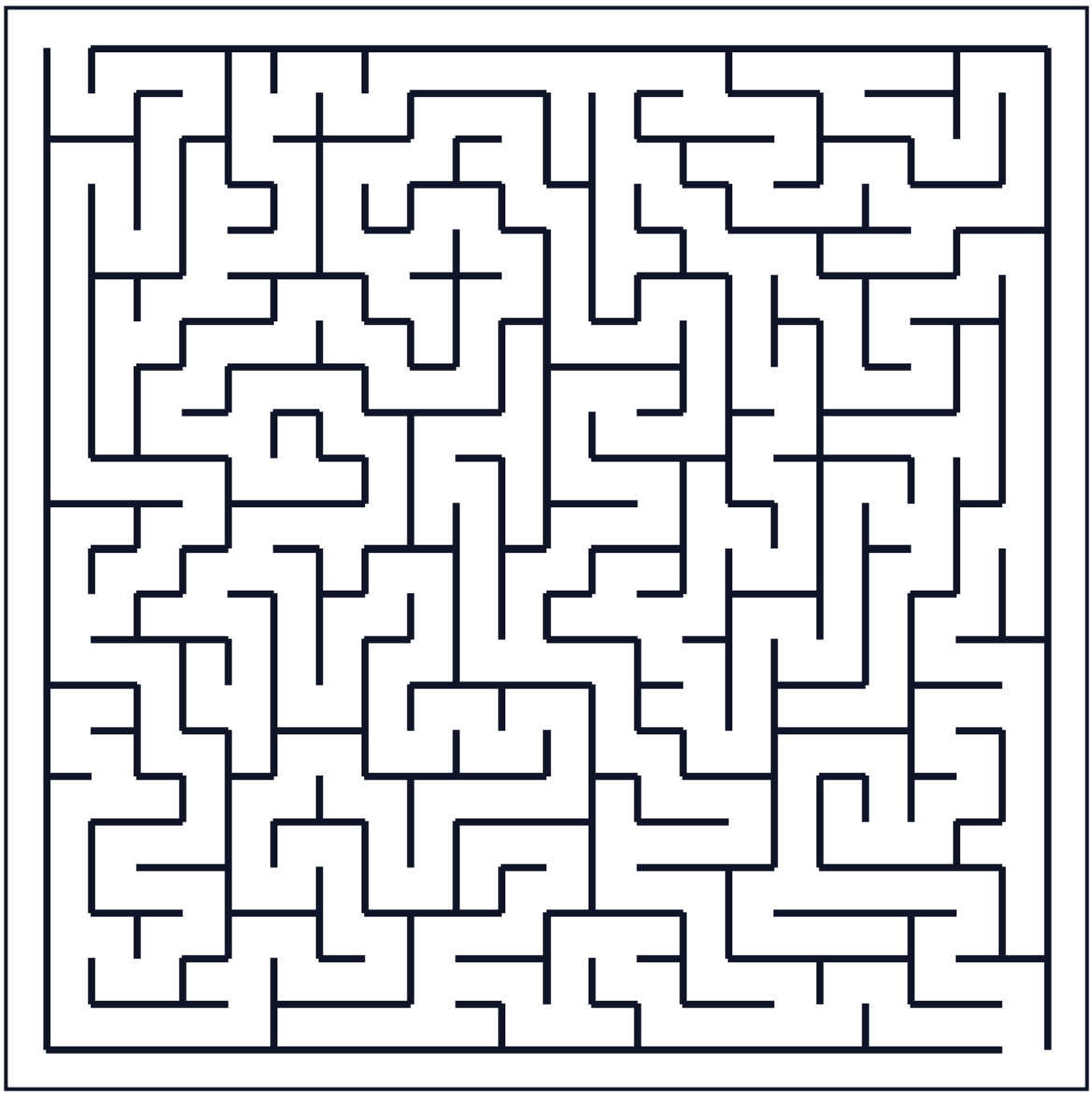
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 18 // DIFFICULTY: HARD

The Geothermal Steam Vents

Hot geothermal steam erupts across the canyon return route. The rover must weave between boiling geysers before the engines overheat.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Time the drive between steam bursts to cross the volcanic valley floor!

ADVENTURER'S NOTES // TRIAL 18

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

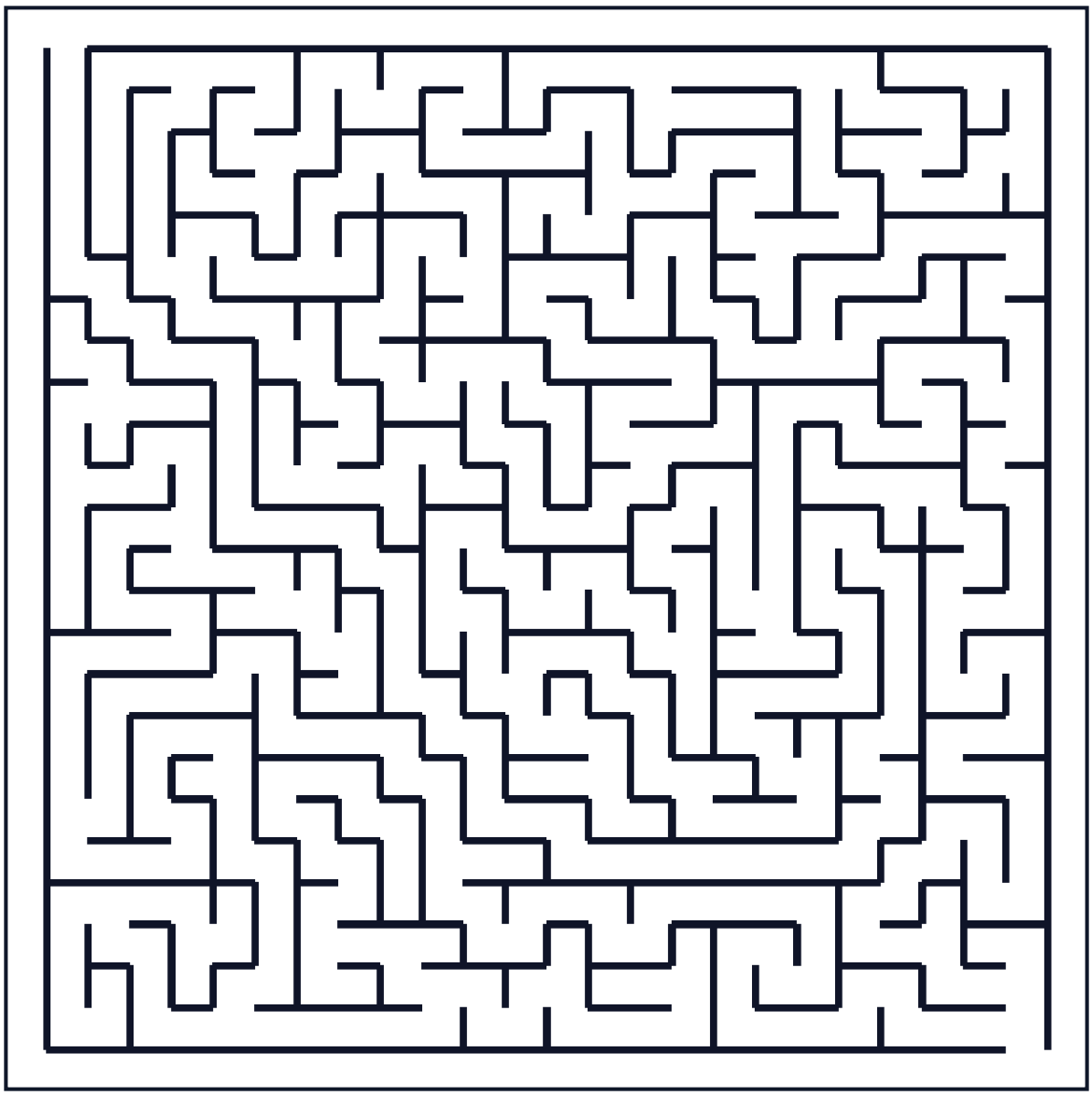
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 19 // DIFFICULTY: HARD

Ascent Module Launch Gantry

The return rocket waits on the cliffside launch gantry. Strong winds howl across the metal catwalks as the countdown clock ticks down.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Climb through the multi-level gantry stairs to board the return ship!

ADVENTURER'S NOTES // TRIAL 19

COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

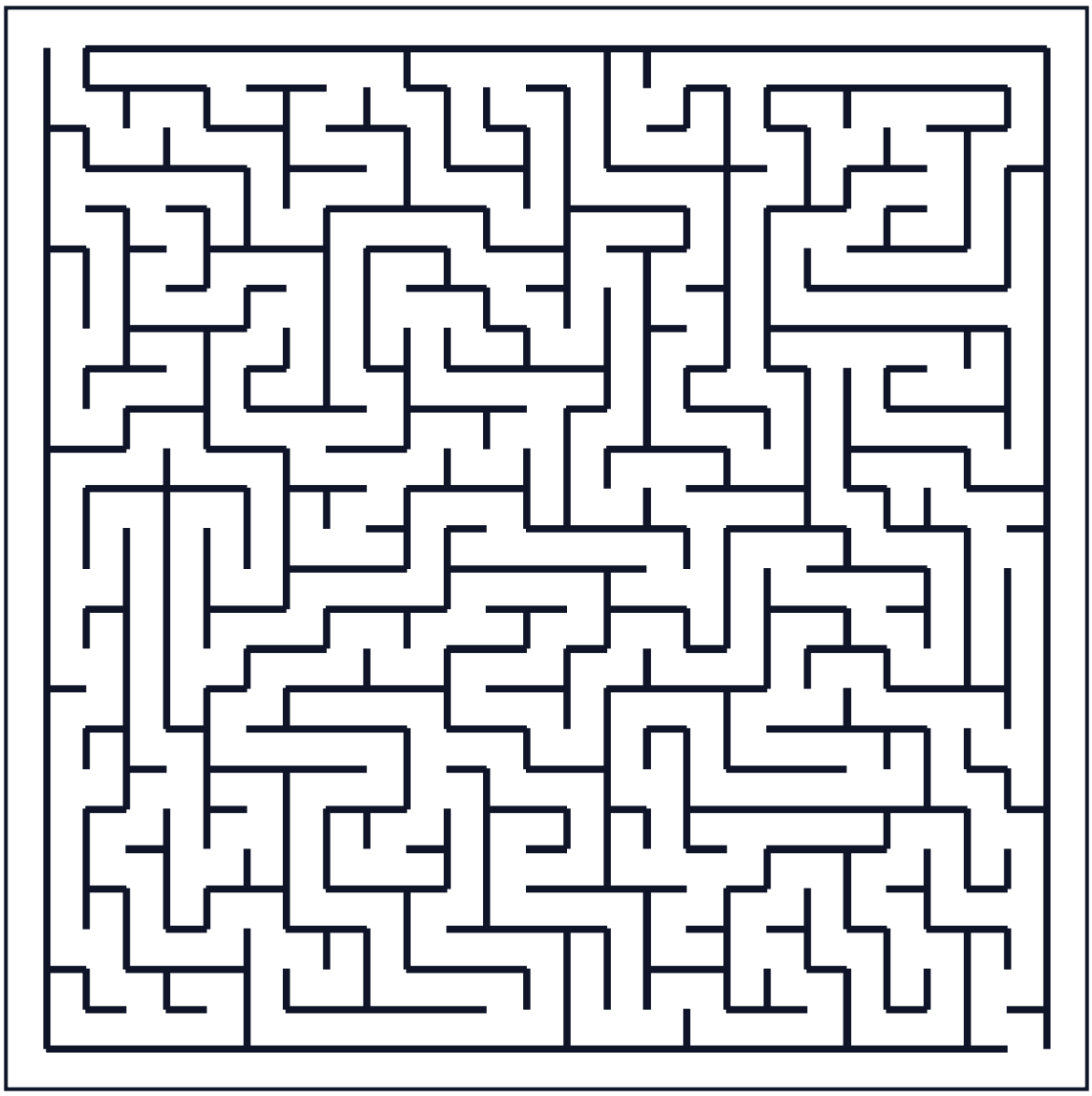
SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

STAGE 20 // DIFFICULTY: HARD

Homeward Bound Across the Stars

Main boosters fire! The spacecraft lifts smoothly off the red dust and arches toward Earth. Sparky curls up at Nova's feet for a well-earned nap.

· START HERE



FINISH ·

MISSION OBJECTIVE:
Chart the triumphant hyperspace return vector back to planet Earth!

ADVENTURER'S NOTES // TRIAL 20

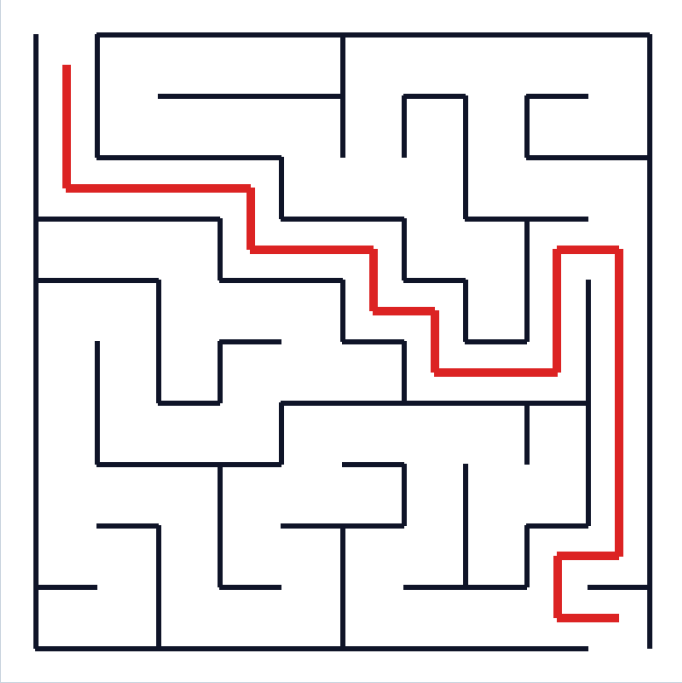
COLOR TEST PALETTE (Test your markers here to prevent bleed-through):

SKETCHPAD & EXPEDITION NOTES (Draw what you saw on this stage!):

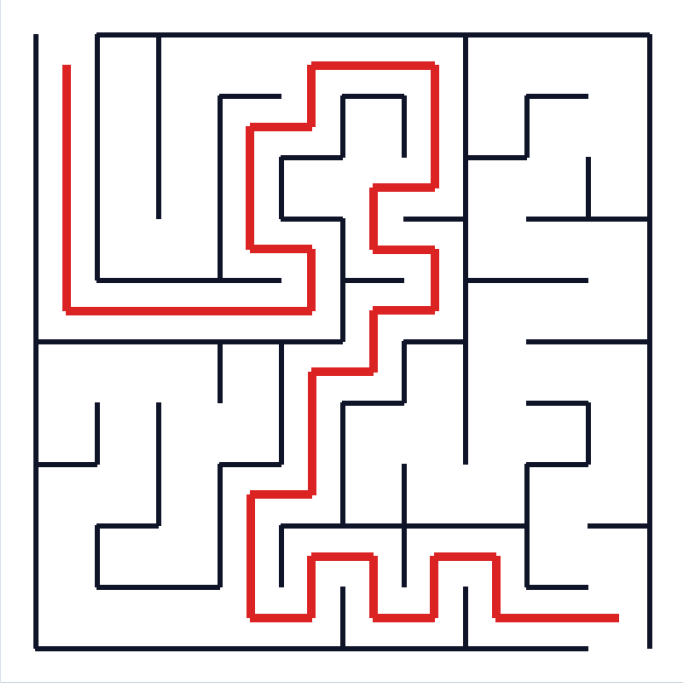
Official Path Solutions for All 20 Quest Stages

Never get stuck! Great for parents & quick self-checking.

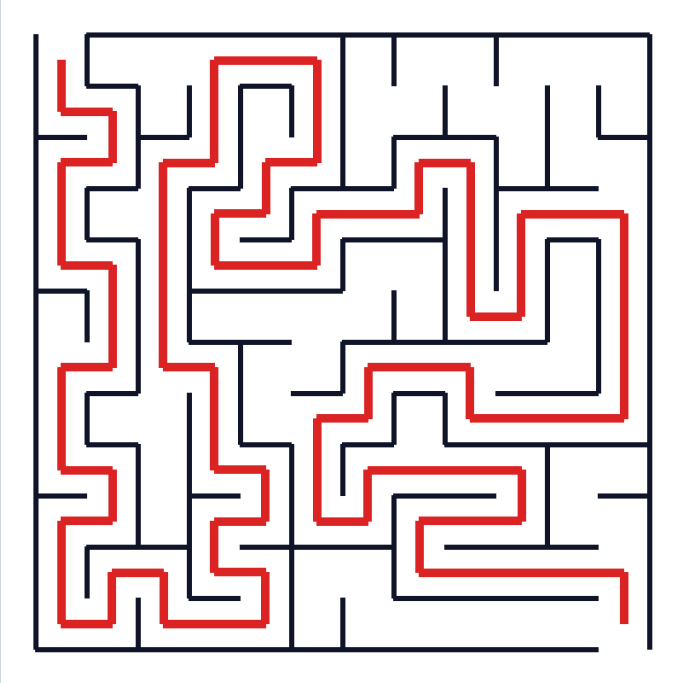
Stage 1: Launch Pad Odyssey



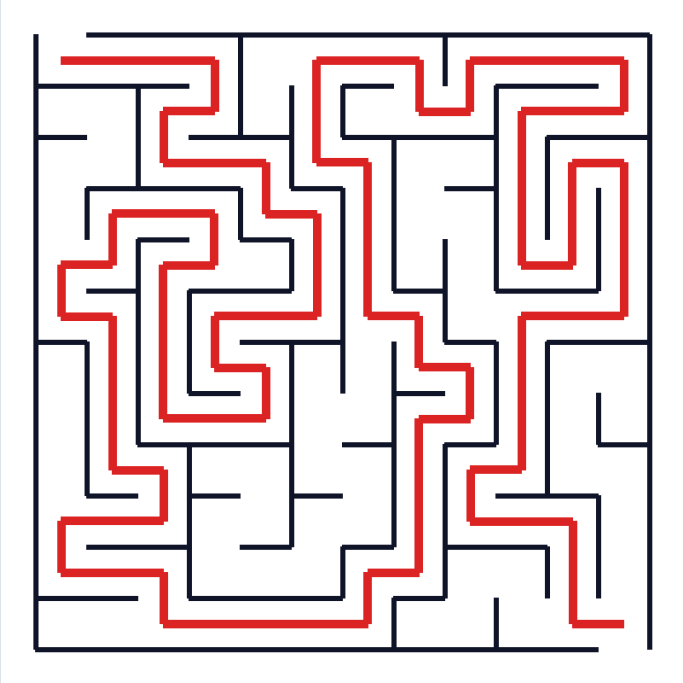
Stage 2: The Lunar Outpost Slingshot



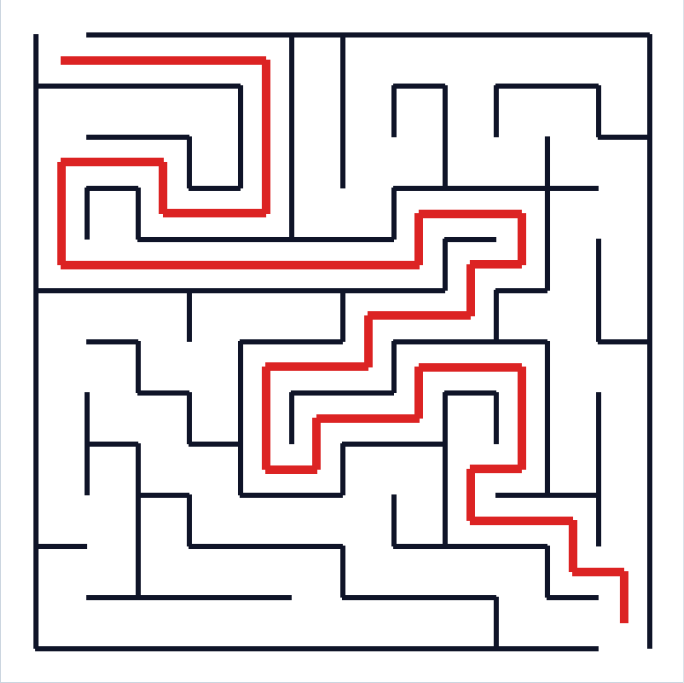
Stage 3: The Whispering Solar Flare Corridor



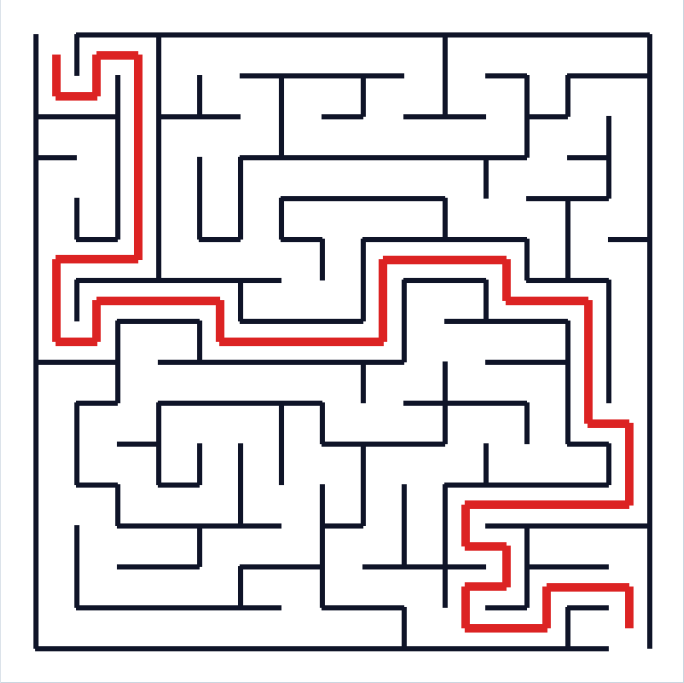
Stage 4: Drifting Asteroid Belt



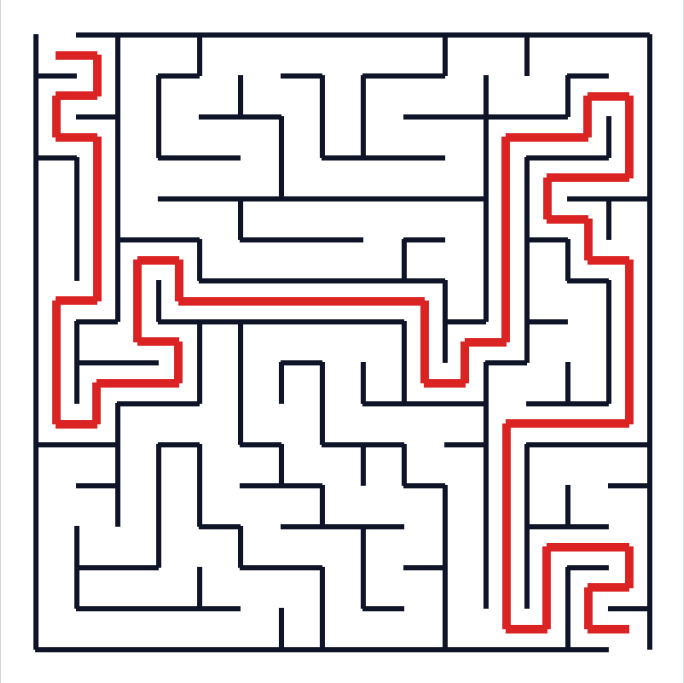
Stage 5: The Comet Trail Express



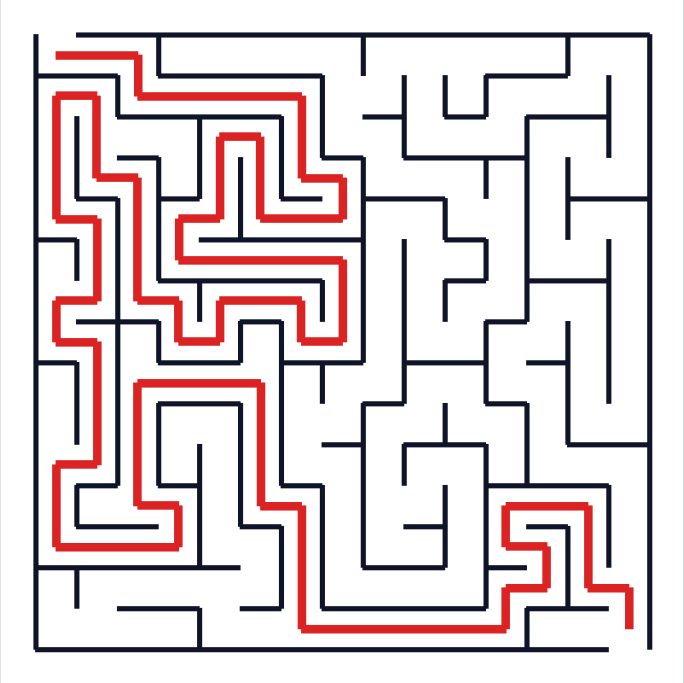
Stage 6: Approaching the Red Planet



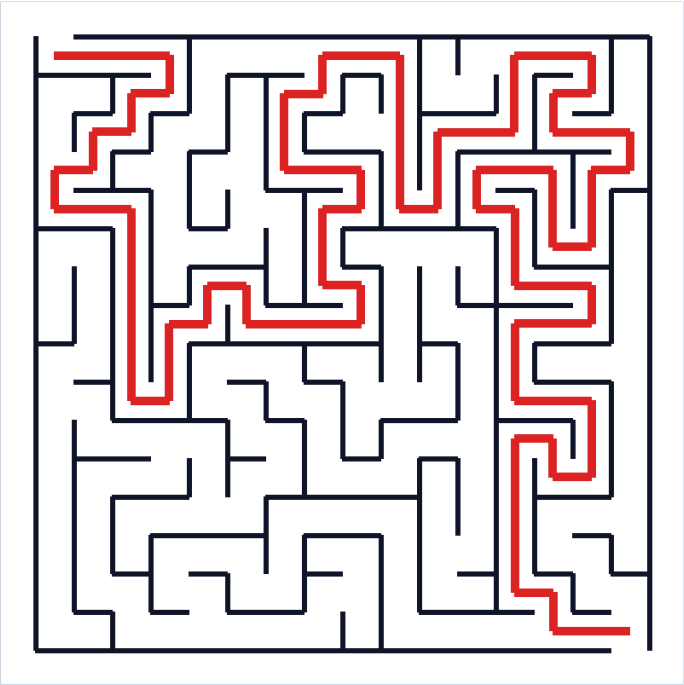
Stage 7: Dust Storm Over Olympus Mons



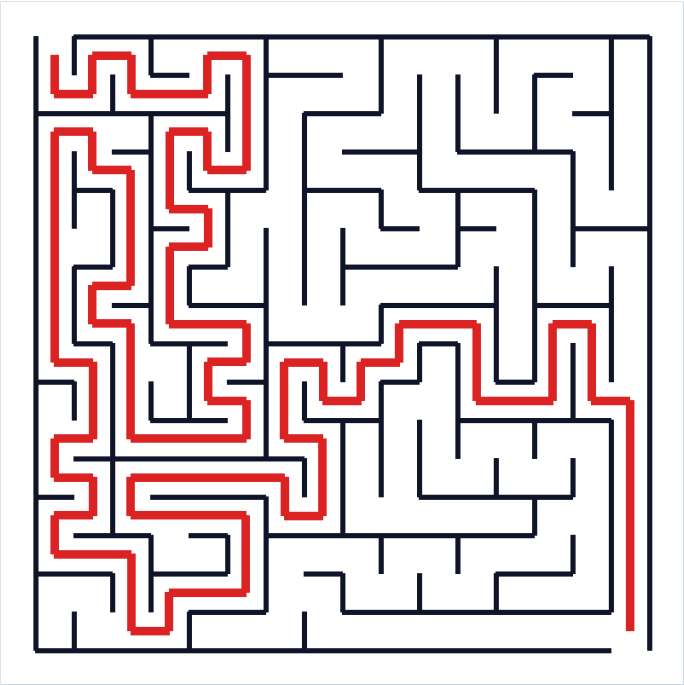
Stage 8: The Martian Ravine Trek



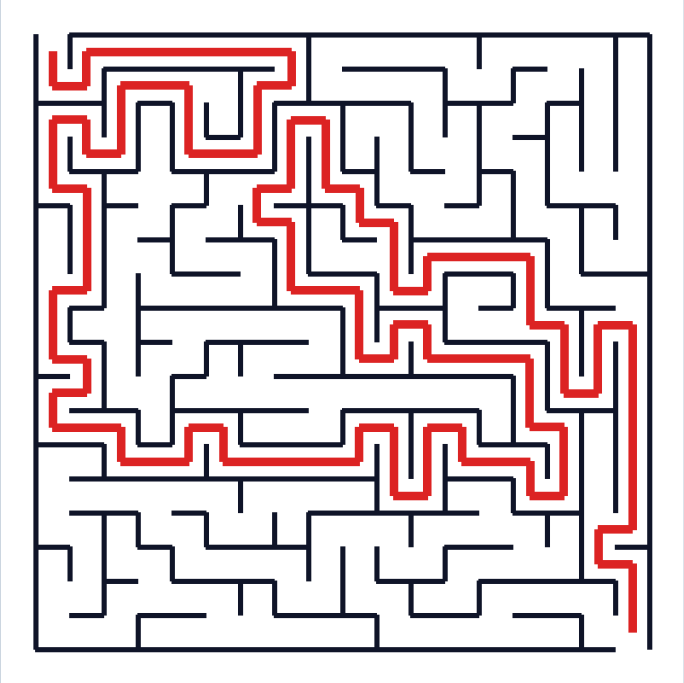
Stage 9: The Ancient Lava Tubes



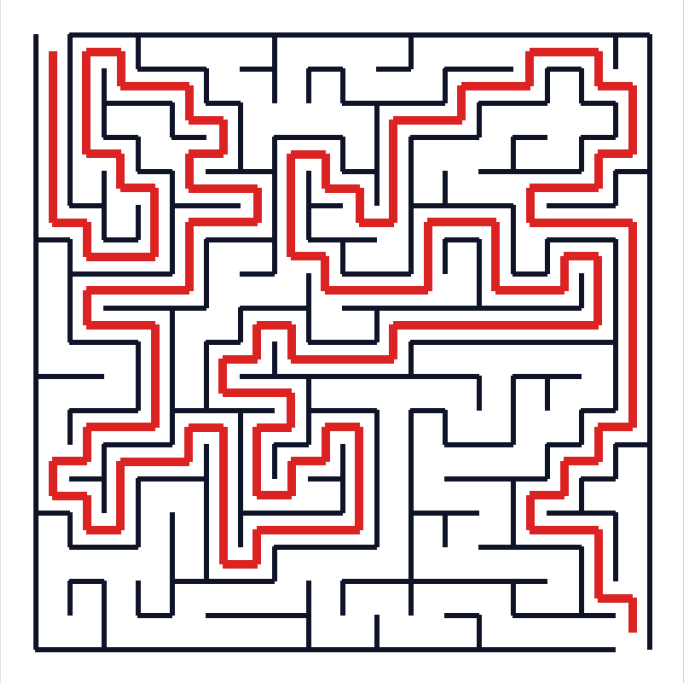
Stage 10: The Subsurface Ice Cavern



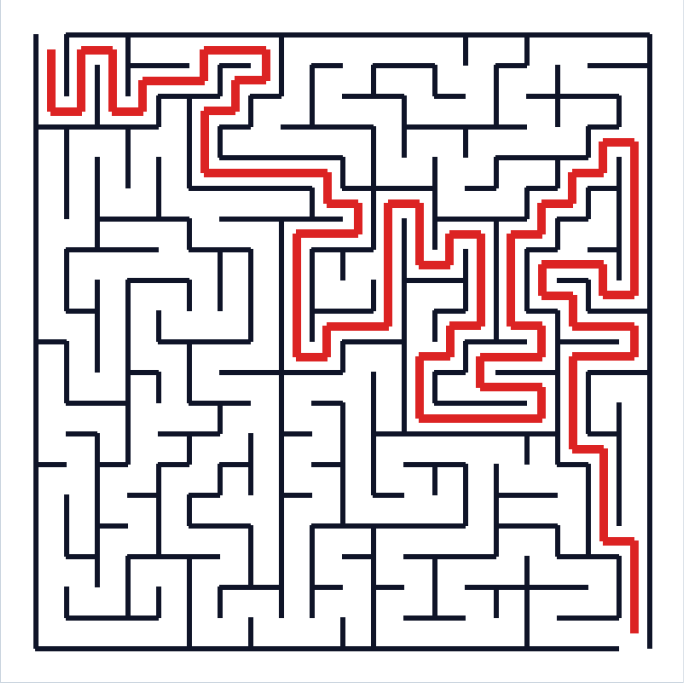
Stage 11: The Solar Array Repair Yard



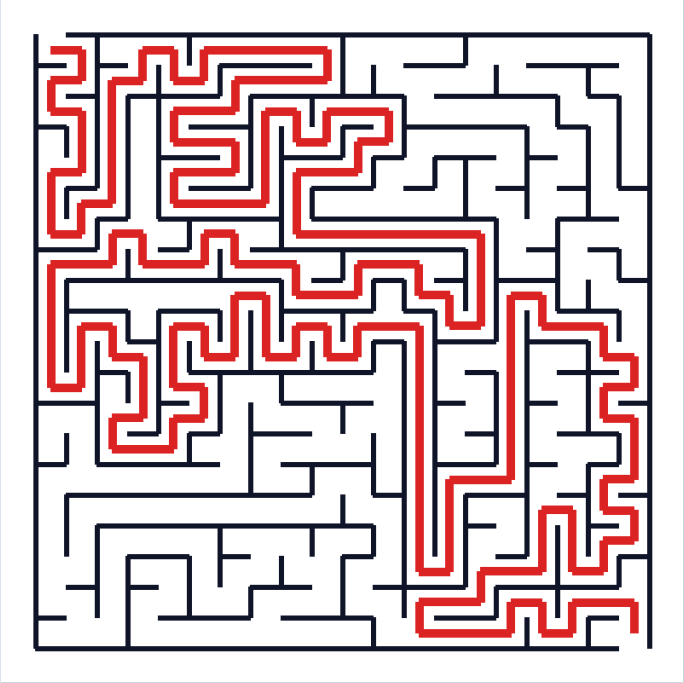
Stage 12: The Greenhouse Hydroponics Lab



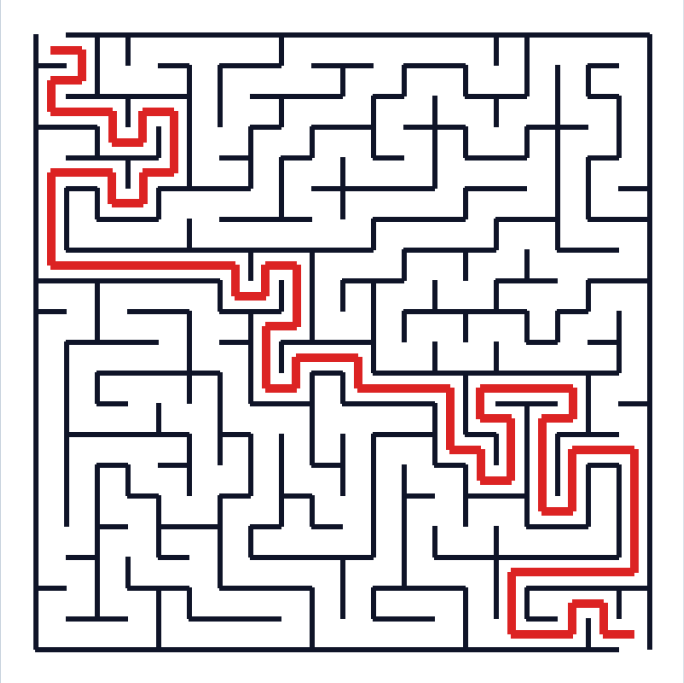
Stage 13: The Rogue Drone Patrol



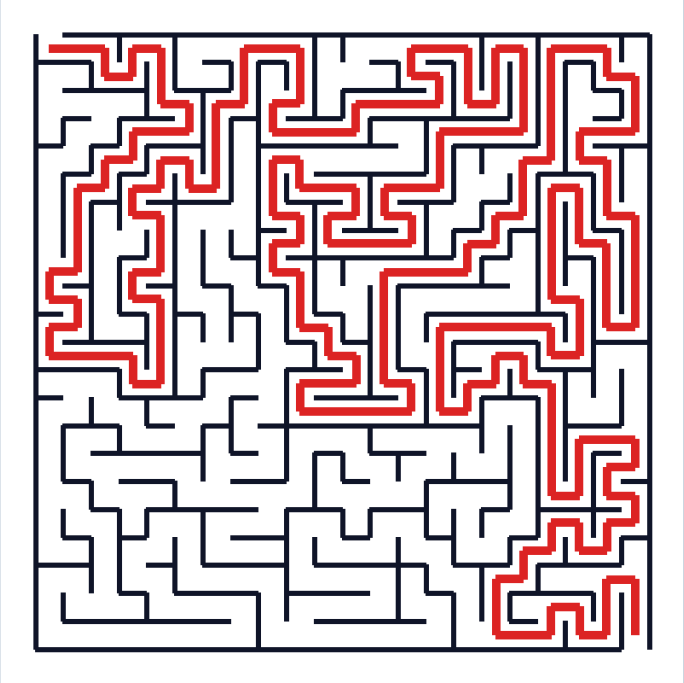
Stage 14: The Quantum Computer Core



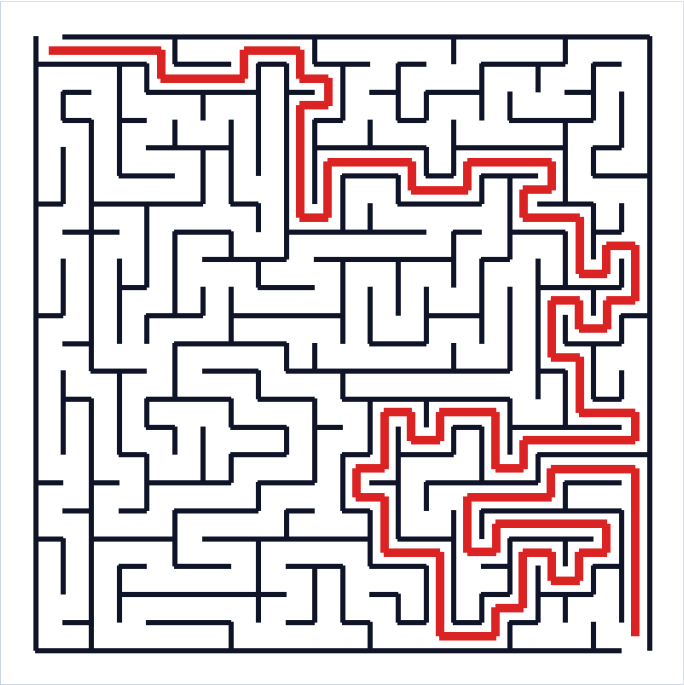
Stage 15: The Gravity Inversion Chamber



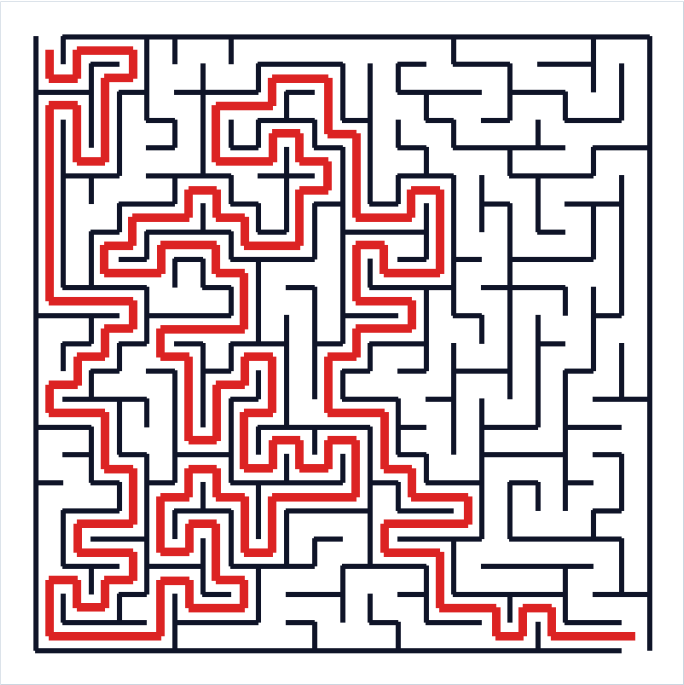
Stage 16: The Rescue Pod Airlock



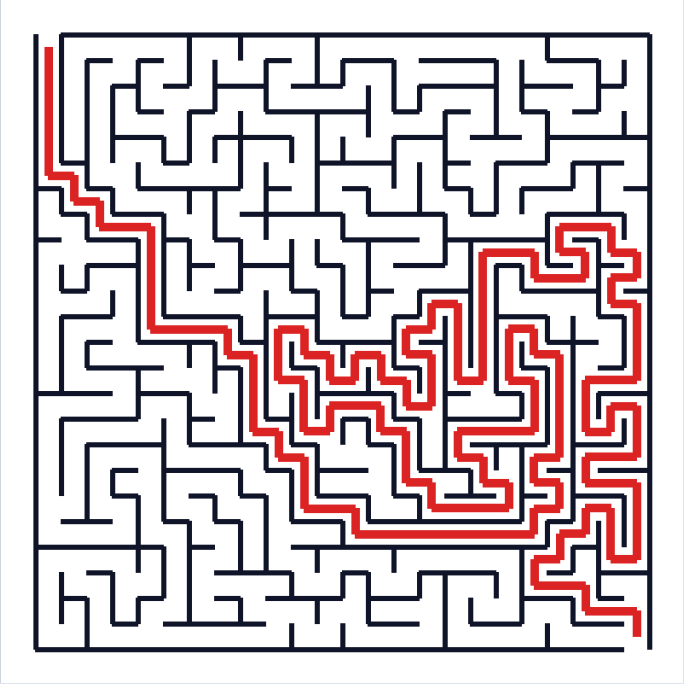
Stage 17: Crew Extraction Route



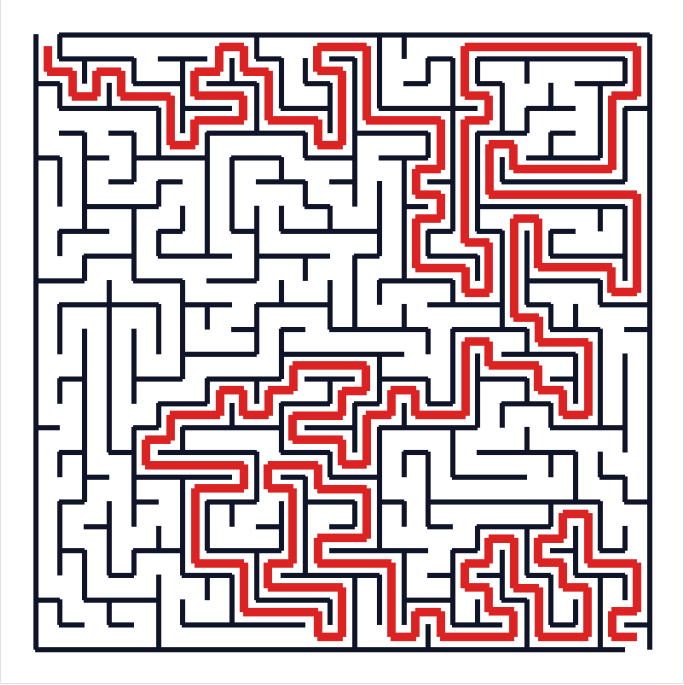
Stage 18: The Geothermal Steam Vents



Stage 19: Ascent Module Launch Gantry



Stage 20: Homeward Bound Across the Stars



OFFICIAL CERTIFICATE OF MASTERY

This is proudly presented to:

_____

For successfully navigating all 20 treacherous labyrinth stages,

completing every trial, and claiming the legendary treasure of Cosmo Explorer.

_____ _____

Quest Director Signature Date of Completion