

GAMES IN SPACE

Read the text and use the word in capitals to form a word that fits in each space.

For astronauts on long missions into space, (1)_____ can be a real problem. In order to help the astronauts, (2)_____ and doctors need to find out what this feels like. As part of the (3)_____ program, six volunteers will be locked away for 520 days to see what effect this has on their mind and body. During their time in (4)_____, the volunteers will be able to communicate with their controllers, but only in a way that replicates the astronauts' experience. For example, the further away from "Earth" they get, the longer the delay in the signal, so they will be (5)_____ to have a conversation in real time.

As part of the experiment, the volunteers will be allowed to play computer games. There will be a (6)_____ of solo games and competitive games available. Afterwards, they will be asked to give (7)_____ on how hard they found the games to play and what their (8)_____ state was at the time. As a result of the (9)_____ gathered, it may be possible to create special software for crews on future missions.

BORE
SCIENCE
SEARCH

ISOLATE
ABLE
MIX
FEED
EMOTION
INFORM

