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Edward Packard

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You are flying through space -- past Mars, Jupiter and Saturn -- toward the third planet from the star Altair. You descend to a strange world of deserted cities, glowing caves and man-eating plants. You are here to find the source of the mysterious signals being transmitted to earth. Depending on how you decide to go about your search, you could be captured by alien beings, flung millions of years into the future through a time warp, or you could witness the creation of the universe.

The Third Planet from Altair Details

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Author : Edward Packard

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From Reader Review The Third Planet from Altair for online ebook

David Smither says

An old Choose-the-adventure type book with lots of different sci-fi paths. A good place to search for inspiration when having students write fiction.

Unique feature: Lots of weird endings.

Genre: Fantasy (Real genre: CYOA sci-fi)

David Sarkies says

Apparently Has a Connection with Aliens

24 June 2012

I can't really remember this book but somebody has compared it to the James Cameron movie Aliens. I personally cannot comment on the connection but I am sure it is there (and is most likely to do with the man-eating plants). In this book you are travelling from Earth to the Third Planet from Altair in order to explore the planet. No doubt you are some sort of scientist (though I am not really sure about that) and I guess you also have a hyperdrive or some other faster than light engine, namely because you must cross intergalactic space to get to Altair. I know that I am being picky, but in the end why not.

I guess the one thing that we all like about these style of books is that we are the hero so in a sense it is like we are actually exploring the planet and we are the ones facing the danger. However, unlike real life, if we make the wrong choice we can always go back and make the correct one. I noted some people would read this book over and over again to try and work out which entry goes where and which choices you make to get to a good ending. However I am not entirely sure as to whether there is one correct ending.

What I do get the impression is that since you are the one creating the story there is no overarching plot, and in a way, no correct ending. Not necessarily bad in itself, but I guess a part of us always wants to be able to win and we all want to be able to make the right choices so that we do win.

Truly says

<http://trulyrudiono.blogspot.co.id/20...>

Ingat-kau tak boleh mundur! Jadi, berpikirlah baik-baik sebelum kau bertindak. Sekali salah... petualangamu berakhir mengerikan. Tetapi kalau pilihanmu tepat, mungkin kau akan kaya raya, dan bahagia!

Peringatan itu selalu ada pada halaman awal seri Pilih Sendiri Petualanganmu. Buku ini memang unik mengingat cara membaca tak biasa yang disarankan. Jangan membuka halaman secara berurutan, tapi tentukan pilihanmu sendiri. Ada lebih dari tiga puluh akhir cerita yang bisa kita peroleh, sekali lagi tergantung pada pilihan masing-masing.

Salah satu seri ini adalah Planet Ketiga dari Altazair. Pembaca memainkan peranan aktif sebagai seorang

astronot. Disebutkan bahwa sejak lama para ahli perbintangan mencoba menangkap pesan-pesan yang berasal dari suatu kehidupan jauh di ruang angkasa luar. Akhirnya impian selama ini terwujud. Observatorium Muna Kea di Hawaii menangkap pesan yang diperkirakan adalah planet ketiga dari Altair, sebuah bintang kuning putih yang berjarak enam belas tahun cahaya dari bumi.

Rocco says

Picked this up at a garage sale for 25 cents because I used to enjoy reading these types of books when I was younger. I expected a fun read and it was. Explored most of the story branches.

Unlike many game books, The Third Planet from Altair did not feature a long narrative with a bunch of deadly "you lose" branches. This book seemed to have plenty of positive endings, but the paths to reach them were very short. Shallow and wide. As such, the book felt more like an exploration than a challenge. Perhaps this is typical of the Choose Your Own Adventure series, it has been a very long time since I read one, but it felt short and simple compared to other game books from the late 80s and early 90s like Endless Quest, Lone Wolf, or Fighting Fantasy.

Regardless, the book is very imaginative and should be a lot of fun for a younger reader. I got my 25 cents worth and will hang onto it until I have kids.

Katie Kaste says

Choose your own adventure books are fun. I forgot how much fun it is finding a new world. It is hard to know when you are finished. I found about 10 different endings when I decided I was finished. I feel like there are a few more. I might come back and decide what I consider finishing a Choose Your Own Adventure Book. I did enjoy the adventure and defiantly enjoyed the endings where I died. Fun times had by all.

Melinda says

I went through a phase in middle school (ages 12-13?) when I read several Choose Your Own Adventure. I went through whole notebook pages torn into small bookmarks so I could follow every conceivable path through each book. I wanted to figure out every option! It was time-consuming and I read a lot, but they're not great literature. They're not even that good. It was puzzle-solving, or random guessing. The pictures were not horrendous but not great art. Good enough for passing time in class. I also got really good at doodling and making up stories, same time period.

Kelly H. (Maybedog) says

I read this series as a kid and loved them. I read every one the library had and I think I read this one twice. I first read them as they are supposed to be read: choosing as I went until it was over. Then as I reread them I

was careful to mark each choice with my fingers so that as I reaches an ending I could go back to the previous choice and choose again. Sometimes I used up all of my non-page-turning fingers and had to resort to paper. (Once or twice I dropped the book which made me scream in frustration.) Then I flipped through it again to make sure I read every page. It sounds so OCD now but I loved it. I wish I could remember which other ones I read.

Dane Barrett says

This is one of those enjoyable Choose your own adventure books that when finished you just end up wishing it was longer (because the subject matter is enjoyable).

Earth has received a message from space and sends a ship with a small crew of scientists to investigate the planet the message originated from, hoping to find intelligent alien life.

The actual mission ends up feeling like a very abridged Interstellar-type affair, with some "sciency" challenges to overcome while investigating the planets of the Altair system.

Overall an enjoyable read that left me wanting more.

Wade says

Didn't love this one. We didn't die, which was new, but when we finished, we had just explored the planet, escaped from danger, and left... my son turns to me and says "is that it?". it was rather anticlimactic.

Petercsm730 says

The Third Planet from Altair, also known as Message from Space, is Choose Your Own Adventure #7 by Edward Packard. The plot follows you and three fellow astronauts (the commander, the scientist, and the doctor) as the first humans to travel to the faraway planet Altair from where a mysterious signal to Earth has been transmitting. On your exploration you might encounter floating crystal cities, giant rats, talking computers, carnivorous plants, hungry ocean blobs, and whatever a 'radio telescope' is. And antimatter storms. You'll definitely come across antimatter storms. Often.

This book started off with some exciting choices but after reading a little further I realized the planet is mostly deserted and the paths are often a little bland. I kept feeling like my adventure was being prematurely cut short and there are more open endings than I care for despite the book looping back into itself on six separate paths. There's very good continuity except for one path where a device doesn't do what it's supposed to and another where I leave the planet but can return as if I hadn't been there before. And the art by Paul Granger is fun and full of zany gadgets (albeit sometimes dated) and cities.

A few other things I noticed: There is a dome in both the planet's desert and in it's ocean. And both times I had the option to cut it open with a laser. One strange ending had the captain asking me to stay behind as an ambassador. He says that he and the crew only have a 20% chance of escaping the planet. But this is never mentioned in any other paths and the ship escapes every time. Plus, the planet is dying. That's kind of the

driving force behind the plot. So he must really not care for me very much. Also, you never get to explore the enticingly named 'water moon'. Oh, and the author also uses the term 'bedeck'.

Mark says

You are flying through space -- past Mars, Jupiter and Saturn -- toward the third planet from the star Altair. You descend to a strange world of deserted cities, glowing caves and man-eating plants. You are here to find the source of the mysterious signals being transmitted to earth. Depending on how you decide to go about your search, you could be captured by alien beings, flung millions of years into the future through a time warp, or you could witness the creation of the universe. (Product details information from Amazon.com)

I remember reading this particular **Choose Your Own Adventure** title for the first time not long after watching James Cameron's *Aliens* on cinema. I was freaked out by the movie (mind you, I wasn't even 10 years old back then), and reading this book gave me the same chill. I mean, being eaten alive by plants? That's horrible!

Saw this very old and battered copy again in my parent's storage room when I returned for Christmas holiday and rummaging through the room to find old car toys.

Looking at the book, puzzled, I really can't remember whether I was able to reach the third planet of Altair or not.

Ben Nickell says

Favorite choose your own adventure book as a kid! Mostly nostalgic, I'd guess.

Swankivy says

I read this *Choose Your Own Adventure* book as a child, and it was more up my alley than most of the other ones because I understood and related to the motivation: Mysterious signals are coming from space, and I'm one of the human crew members who gets to go there and check it out. Space exploration was an interest of mine in those days, and I knew enough science to understand what it would mean to go to another planetary system, so I enjoyed the idea. What I didn't like was the consistent use of science fiction clichés. When you're in space, of course you're going to run into a city that's randomly made out of crystal (why?), and some kind of space monster will invariably want to eat you, and you will be in danger because of the presence of antimatter. 'Kay. I also sometimes wondered whether the alternate endings were ever properly tested by the editors of the book, because I was kind of a continuity freak and it bothered me a lot if, for instance, a choice I made sent me to an ending that wouldn't make sense because of something I'd chosen earlier in the continuity. (Like, if I make it to the goal planet and then I follow other paths where I leave, I can sometimes end up landing on the planet again and the narration will clearly indicate that this is my first time.)

Andy Hickman says

“The Third Planet from Altair” (Choose Your Own Adventure #7) by Edward Packard

Old-school choose your own adventure story-ies. Seemed to be rather brief and no real indication that your choice was doomed!

“The ship explodes silently as it enters the great blue light.”

Lexi says

One of my favorite Choose Your Own Adventure books as a kid.
