

Full Paper

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Possible alien artefacts in Libya Montes Mars

Abstract

In July 2000 the formation known as the Crowned Face was discovered by the author. Many other possible artefacts have been discovered on Mars since the first Viking image of the Cydonia Face in 1976. However this evidence has been difficult to analyze scientifically when relying only on their appearance. The main objection is that we see faces on the Martian surface like we might see faces in clouds, this is known as Pareidolia. The challenge has been to scientifically prove these formations are real. In this paper the evidence is falsified against natural geological processes. Five faces on Mars are directly compared with each other, the hypothesis is that they once represented the same face. Because it is highly unlikely the same facial features could form on Mars five times this enables a statistical argument against chance to be made. A priori predictions are also vindicated, the area was recently reimaged by HiRise. If these formations were naturally formed they would be expected to look less artificial with higher resolution. Instead the number of geological improbable if not impossible parts of these formations has greatly increased, also many new artefacts are now visible.

Keywords

Mars; King's valley; Xenoarcheology; Crowned face; Cydonia; Libya Montes; SETI.

INTRODUCTION

The Crowned Face was discovered by the author on the 9th July, 2000. The first image containing this formation was M0203051 taken by the Mars Orbital Camera. The subject has remained controversial ever since the discovery of the Cydonia Face by the Viking spacecraft. However more evidence has been accumulating over the ensuing decades. This paper discusses one area in Libya Montes Mars, named the King's Valley by the late astronomer Tom van Flandern. The name refers to a number of face like formations in the valley that have crowns.

RESULTS AND DISCUSSION

What is being claimed

This paper claims to have proved artificiality in at least one part of one of these formations in the King's Valley. It is necessary and sufficient to do only this, some areas may turn out to be natural without refuting this proof. However other areas that appear natu-

ral may turn out to be artefacts. This is done by two methods, proof by contradiction and proof by reduction to the absurd. The first method demonstrates many aspects of these formations cannot be explained by geological processes. The second method concentrates on the highly improbable resemblance of five Martian faces to each other. The odds against chance come to 10^{268} to 1, because this would be impossible to happen randomly the author claims this is a proof of artificiality.

Context of these proofs

While no attempt is made to prove the following statements in this paper, other evidence that has accumulated around these artefacts. It is unfortunately necessary to explain the context of these proofs because of the many exaggerations about this subject. The most important is they are almost certainly extremely old, there is ample evidence of eroded features and movements of faults in and around them. They are likely to range from the hundreds of millions to several billion years of age. For example evidence of association

with running water may go back to when Mars had an ocean.

They then have no relationship to UFOs and Von Daniken like theories of aliens visiting human civilizations. Future papers will discuss this evidence. It is mentioned then to emphasize this is a mainstream not a fringe subject. It is about archeological ruins that predate intelligent if not all life on Earth. This evidence then is simply presented as an archeological find. Because of this the paper calls for an expedition to the King's Valley to examine these ruins. More evidence is explained about this in the author's book "Why we must go to Mars: The King's Valley".

A final point needs to be made. The subject of Martian artefacts has come to be seen as a threat to mainstream science. Perhaps this has been because of the exaggeration of flimsy evidence in the media, this has led to many scientists being fearful to be associated with the artificiality hypothesis. However nothing should be further from the truth. This paper makes the claim that Martian artefacts will irresistibly draw us to explore them and other parts of Mars. This will result in a massive funding boost for space exploration. Scientists will not have their careers threatened by this, but enriched.

These artefacts may literally be the keys to the solar system for humanity, after decades of being stuck in low Earth orbit. For example no one knows why faces would be created like this, their being faces makes it seem more likely to be Pareidolia where people naturally see faces in random patterns. However there are mainstream explanations. For example life in our solar system may have been deliberately seeded by who-

ever created these faces. In effect then the interesting question is why we look like them, not why they look like us. If, and this is only speculation, we are a former colony then it is something we need to find out about.

Proof one: reduction to the absurd

Pareidolia, as mentioned earlier, is where people see faces and familiar objects in clouds, rocks, toast, etc. However they don't see the same faces over and over. Faces are a very loose definition, we apply this to billions of humans, some animals, cartoon characters, artistic works, etc. With such a wide definition, the argument is that some faces would appear on Mars by random chance. And this argument is surely correct, the fringe media has shown many claimed artefacts that could not stand up even to cursory scrutiny.

However with people and with faces in clouds we don't see the same faces over and over. When we meet two people that have too close a resemblance, we suspect some family connection with them. Clouds are formed by randomly moving molecules of water vapor, it becomes increasingly unlikely faces similar to each other should appear in them.

To refute the Pareidolia hypothesis then we need Martian faces to be similar enough to each other. The more similar then the less likely random processes such as wind and water could have created them. It would imply a common process, like craters on Mars resemble each other because they are formed in similar ways. Fortunately this is the case, there are five main faces on Mars analyzed here.

This proof claims they originally represented either

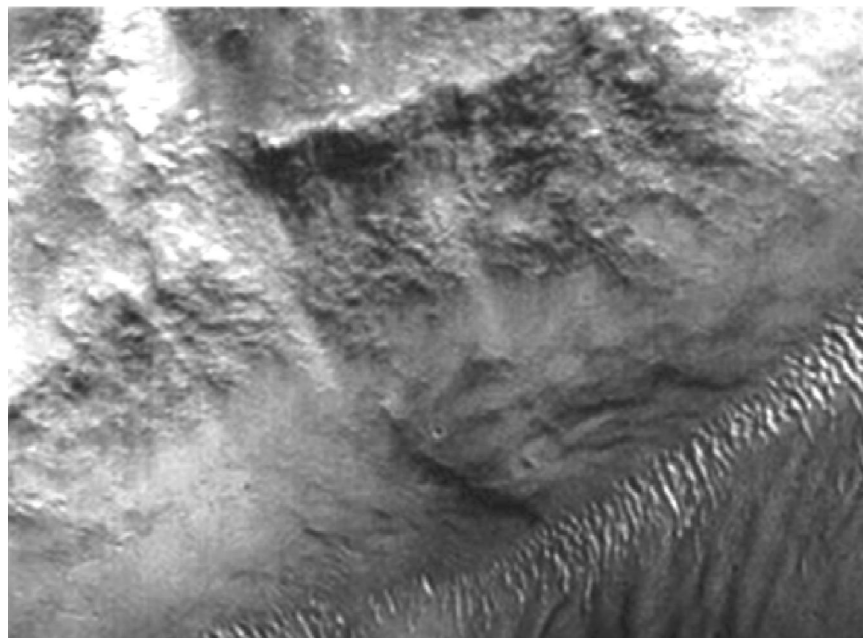


Figure 1 : The crowned face, Libya montes, Mars



Figure 2 : Face one



Figure 3 : Face 1 outlined

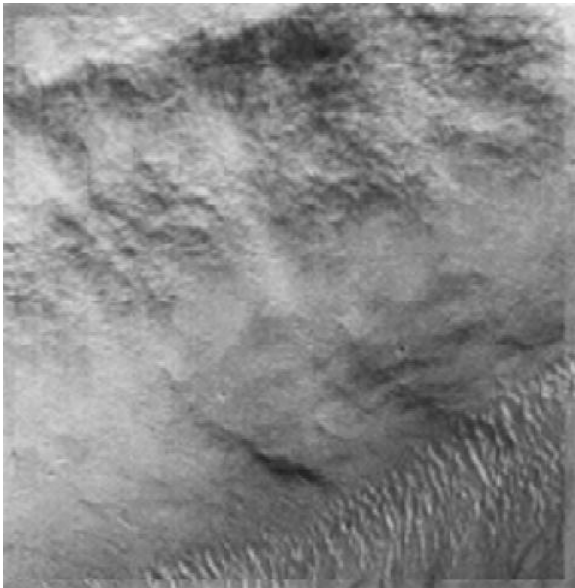


Figure 4 : Face 1 overlaid on face 2 with a first transparency level

the same face or ones sufficiently similar to each other. There are so many similarities the odds of chance reach the point of reduction to the absurd, that there must be a common process forming them. Since there are no geological processes known to preferentially form the same face over and over this only leaves artificiality as an explanation.

Comparisons of face one and face two, the crowned face

22 points of similarity are shown in the author's book between these two faces, because of the limited space available only some are shown here. Figure 2 shows

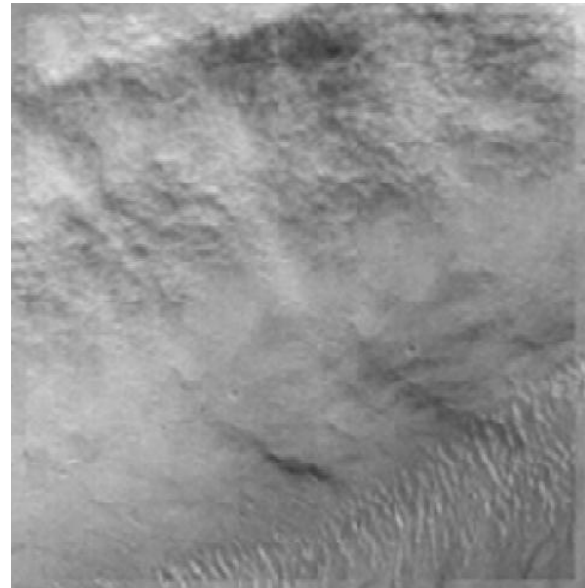


Figure 5 : With a second transparency level

the position of Face One to the left of Face Two, the main Crowned Face. It is highly eroded but becomes apparent in an overlay of Face Two onto it. Figure 3 shows an outline of this face. The faces are numbered and so in the rest of this paper the Crowned Face is referred to as Face Two.

The faces were compared by overlaying them on top of each other and then morphing between them. These were made into videos shown in the presentation, copies can be downloaded at the website. When a facial feature was judged to be very similar it was included in a list of these similarities. It is unlikely that two randomly selected features on Mars should overlay with many similarities.

Some exceptions have obvious reasons for this, for example craters, mesas, rivers, etc. Because this is unlikely each similarity is assessed at 10 to 1 against chance. Later this will be lowered to an absurd 11 to 10 against chance to show the overall odds are still impossible to explain by chance. The real odds may be 1,000 to 1 or much higher for each of these similarities.

Face one overlaid on face two

In Figures 4 and 5 Face One is overlaid onto Face Two with different levels of transparency. In an art program one face is placed over the other. Then the top image is progressively made more transparent to show the image underneath. The result is a morphing from one face to another.

This also has the advantage that the similarities are obvious from the videos, anyone can use these to select their own similarities and compile their own odds against chance. There will always be some disagreement about individual similarities, however many were left out or underreported. For example an eye shape may be similar in many ways but was only included as one similarity. The jawline matches closely along its entire length and was also only counted as one. Just these two features could then add 5 similarities more than claimed in the overall odds against chance.

Similar chins

As the overlays are evaluated similarities are then added up, between Face One and Face Two there are conservatively 22 similarities. When features fail to match up they tend to confuse the image, for example if the eyes did not line up then the overlay would appear to

have four eyes. However here the eyes line up very closely, not just in position but with the details inside them. The overlay shows what Face One would probably have looked like before erosion. Even this overlay is difficult to explain by chance.

Next the chins are compared. In Figure 6 the line at A at first appears to be a defect and hence evidence for it being natural. However it is also part of the jawline for Face Three shown later, this is A in Figure 7. Apparently, for symmetry this same line appears on Face One. It is less clear there because much of Face One is buried to some degree under soil. Both have the same left jawline orientation. This is assessed at 10^3 to 1 against chance because there are 3 features here.

Similar crowns

In Figures 8 and 9 the left edge of the crowns are compared, these are seen in the overlays in Figures 4 and 5. The shape is very similar, this is also assessed at 10 to 1 against chance. Because of space reasons the other similarities cannot be shown here, but they are in my book.

A comparison of face two and face three

On the right of Face Two, the main Crowned Face, there is another highly similar face called Face Three. Each face then tends to overlap onto the next one, in some cases sharing features. For example earlier in Figures 6 and 7 the left jaw of Face Three appeared as a line on Face One and Face Two.

This design may seem confusing but it gives a powerful way to prove artificiality as claimed because of these similarities. Figure 10 shows Face Three, Figure 11 shows it outlined. Similarities with Face One and

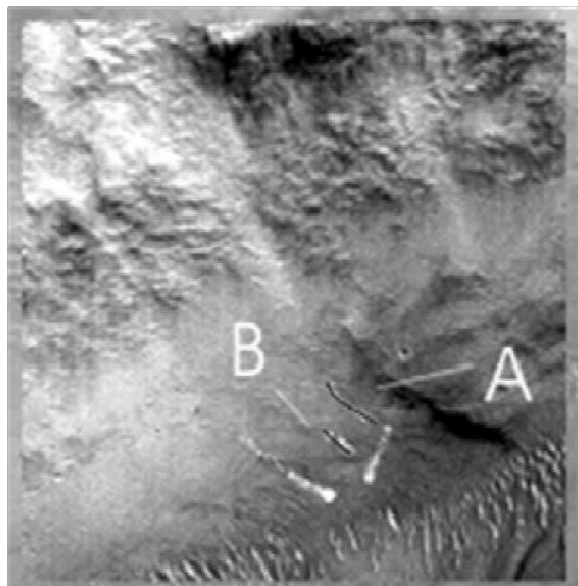


Figure 6 : Face 1 chin and 2 lines

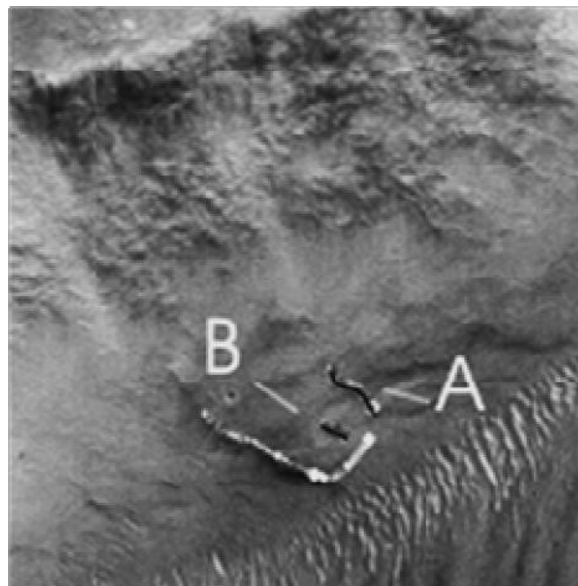


Figure 7 : Face 2, the same lines and chin shape

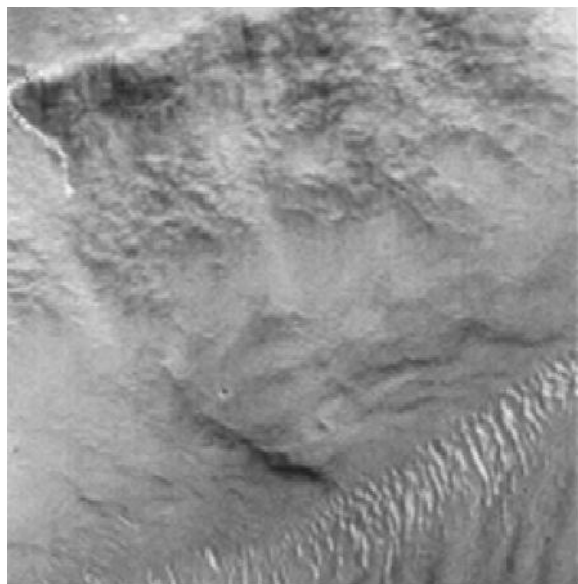


Figure 8 : Left edge of face 2

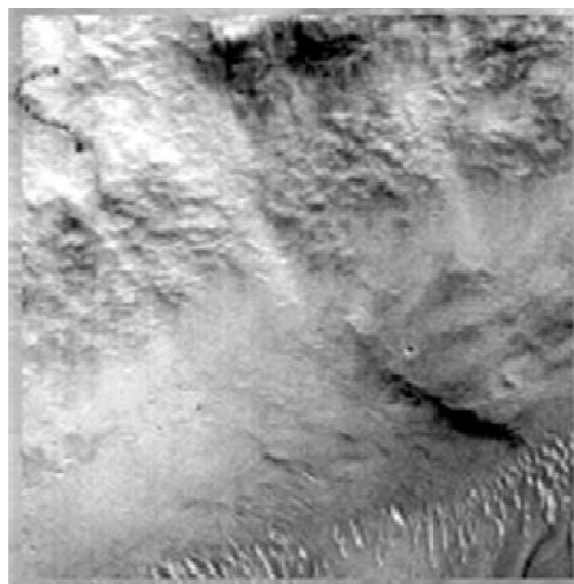


Figure 9 : Left edge of face 1

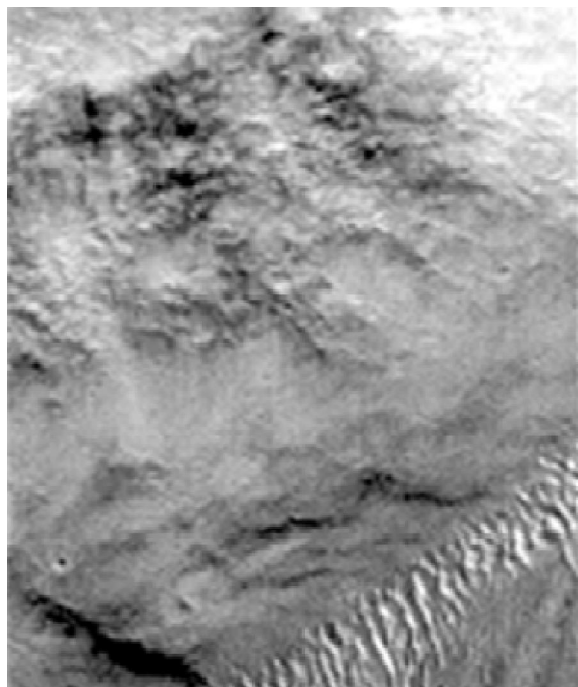


Figure 10 : Face 3

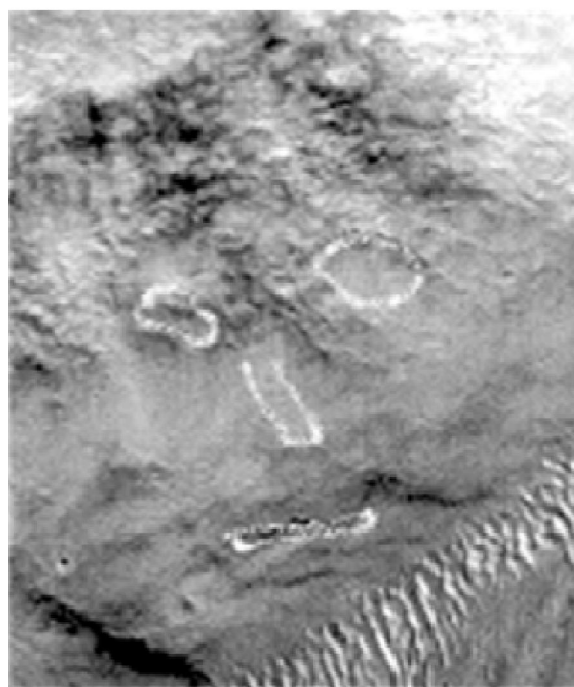


Figure 11 : Face 3 outlined

Two may already seem apparent. These two faces were overlaid as with Face One and Two, the similarities were then listed and assessed at 10 to 1 each.

As before this was made into a small movie shown in the presentation and available for download at the website. With 37 similarities this gives an odds against chance of 10^{37} to 1 against chance. With 22 points of similarity between Faces One and Three this gives a total of 10^{59} to 1 against chance.

In Figures 12 and 13 two frames from the movie morphing Face Two and Three are shown. As before where features line up they are much darker and more distinct, the left eye from the two faces for example lines up in its interior details. The two noses line up as

do the mouths. The right eye of Face Three may be missing where a large piece of rock has fallen from the slope.

Alternatively the eye may be a smaller oval shown in the next section which also overlays with an oval on Face Two. While some of these features may seem less face like this is irrelevant for the claimed proof. It only relies on the similarities between these features, what those similarities are is not important as long as they don't resemble natural features like craters, etc. One possible explanation for multiple eye shapes is they might have been highlighted sequentially as the sun moved. This would make the face appear to move its eyes.

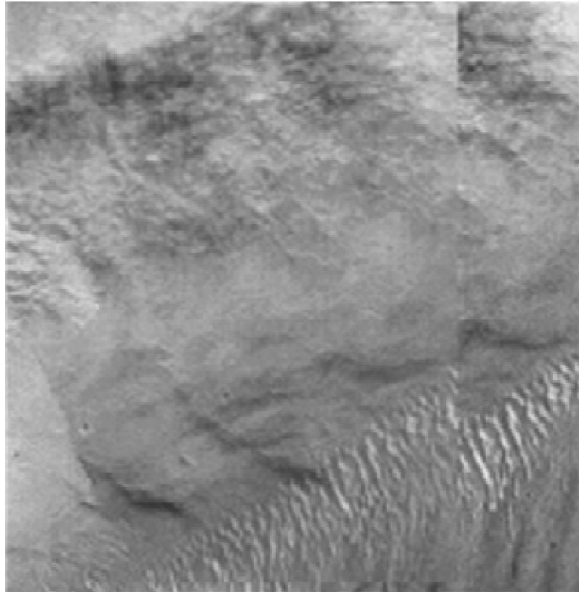


Figure 12 : Face 3 overlaid on face 2 at one transparency level

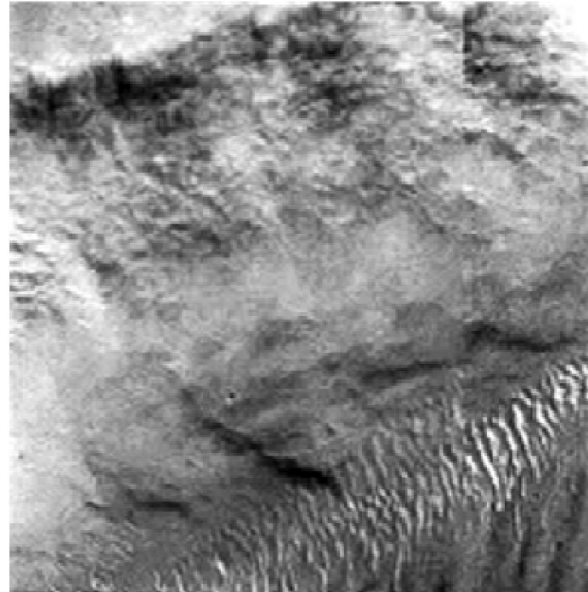


Figure 13 : A second transparency level



Figure 14 : Eye and oval shape on face 2

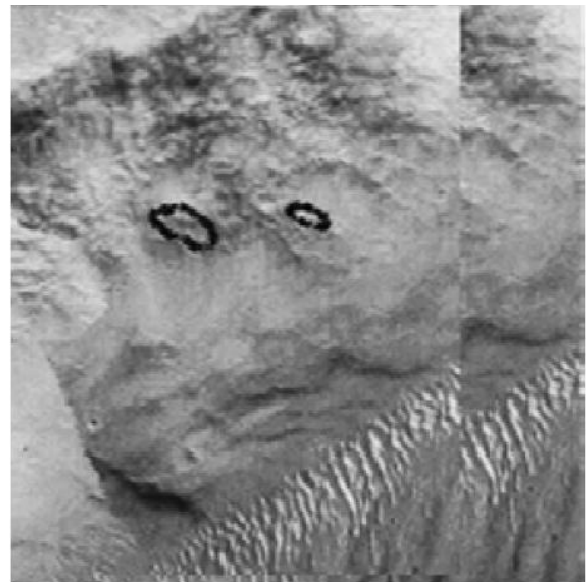


Figure 15 : Eye and oval shape on face 3

Similar eyes

As will be seen later the HiRise image of this area shows an eye shape in this right hand oval in Figure 15. There are these two eye shapes shown in Figure 14, then the same two shapes in Figure 15. Face Two's eye is removed there to see Face Three more easily. They also appear in Face One. Each is assessed at 10 to 1 against chance.

Similar jaw line and side of head

In Figures 16 and 17 the jawline and the left side of the head of Face Two is replicated in Face Three. This is assessed at only 10 to 1 against chance. The jawline of Face Three was mentioned earlier, the side of Face Three's head is shown as a line on Face Two

in Figure 17.

A nose like shape and the Face Two nose

As was explained this proof is not based on how face like these formations are, that would always run into the objection of Pareidolia. Instead it uses the similarities between these three faces and a further two faces to show they should not be so similar. It is not then a defect in this claimed proof for some aspects to be less face like. For example in Figure 17 the dark line marking the left side of the head and left side of the jaw is interrupted by the nose tip of Face Two. Symmetry would imply there be a similar shape on the left side of Face Two but Face One is shifted a little too far to the left for this. In Figure 18 a nose like shape appears at A to complete the symmetry of

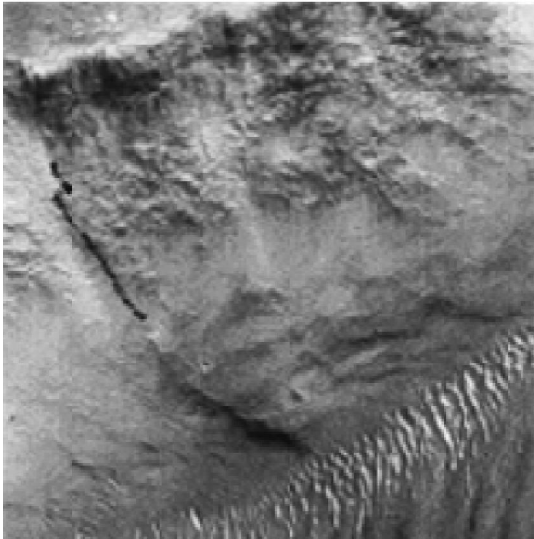


Figure 16 : Left side of the head of face 2

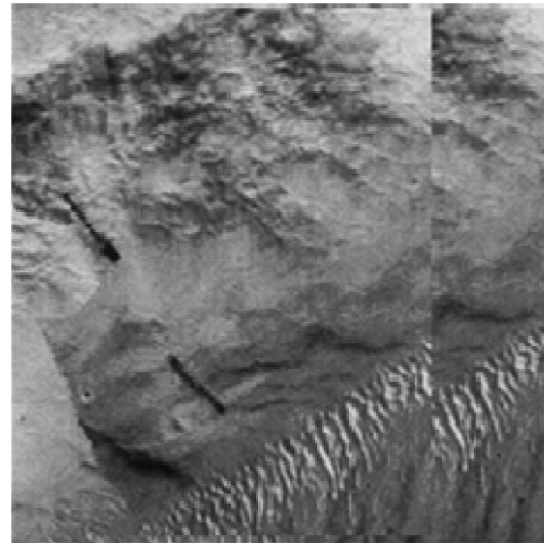


Figure 17 : Left side and jawline of face 3

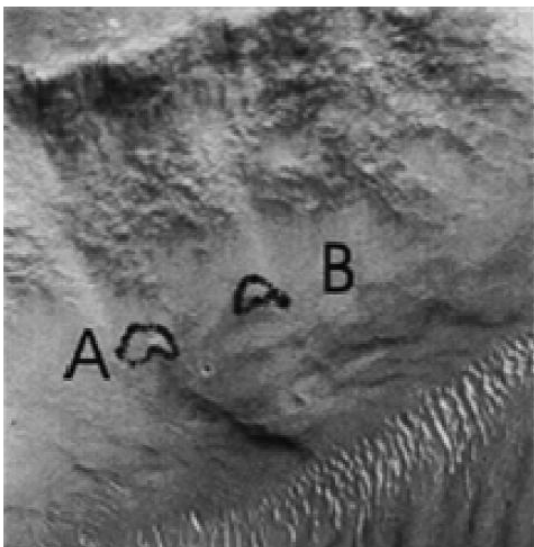


Figure 18 : A nose like shape

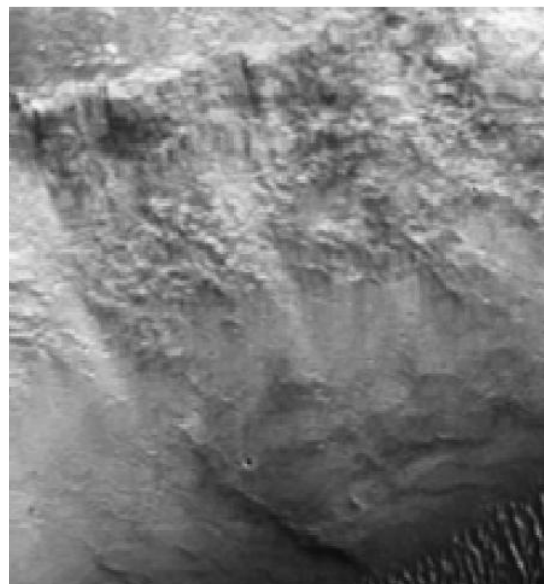


Figure 19 : The same shape on the HiRise image



Figure 20 : Face 1, 2, and 3



Figure 21 : Three similar eye shapes

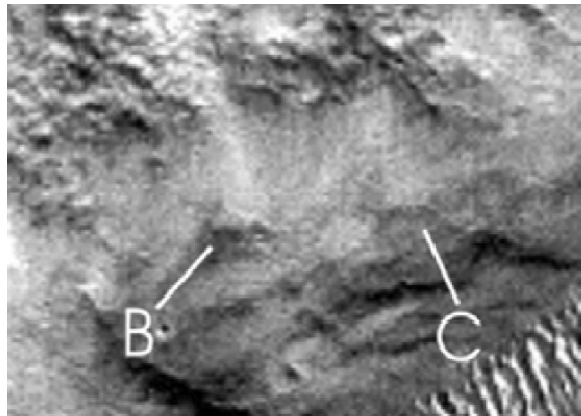


Figure 22 : Face 2 and 3 noses



Figure 24 : Missing nose tip of face one.

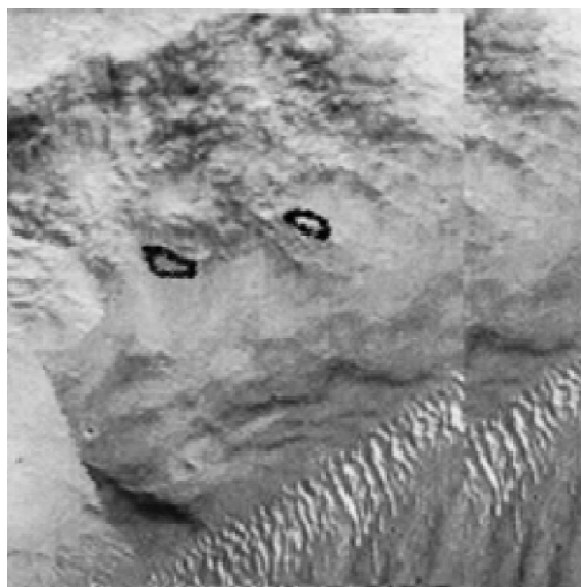


Figure 26 : Alternate left eye shape on face 3



Figure 23 : Face 3 nose tip

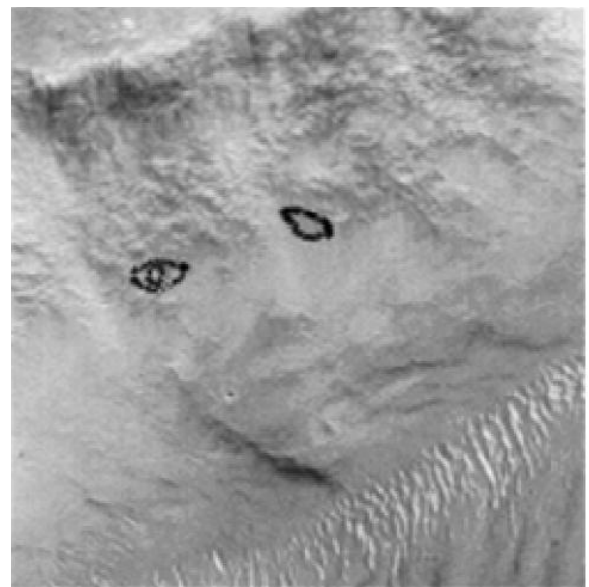


Figure 25 : Alternate left eye shape on face 2

Three similar right eyes

Figure 20 shows the three faces. Face One has a right eye shape shown in white, this is the left hand oval in Figure 21. Face Two has a similar eye shape shown in white as the middle oval shape. Face Three has a similar shape, this is shown as part of an oval on the right perhaps because this piece of the slope fell off. This is assessed at 10^2 or 100 to 1 against chance.

Figures 16 and 17. As seen in Figure 19 this shape is confirmed by HiRise. It is assessed as 10 to 1 against chance.

Similar noses

In Figure 22 the noses of Face Two and Three are shown as B and C. The nose tips are similar in shape, asymmetric so the left nostril is bigger than the right. The Face Three nose tip is clearer at A in Figure 23 from the Mars Orbital Camera image M0303483. However in Figure 24 the nose tip from Face One is missing, this allows us to make an a priori prediction that this will be seen in the HiRise reimagining. If it is not there, or there is no reason for it missing, then this would undermine the symmetry and claimed proof. However as will be seen this prediction is confirmed.

Three pairs of alternate eyes or other shapes

While the alternate right eye shape of Face Three was shown in Figure 15 it can also go with a left eye shape as shown in Figure 26. This may then allow the eyes to look in different directions with different sun angles. However as has been emphasized the claimed proof of artificiality does not need these features to be face like, only to be similar. The same shape appears on Face Two in Figure 25 and on Face One in Figure 27. Each is assessed at 10 to 1 against chance.

Three similar marks

In Figures 28, 29, and 30 there are similar marks on each face. Each is assessed at 10 to 1 against it appearing in the same place on the other faces. There are many other marks like this, which could also be counted, but these have been left out. An argument could be made there are twice as many similar points on the three faces as have been used in this proof. Some similarities then might be debated about or re-

moved, but many more could be added.

Smiling at us or frowning? You decide

The mouths are similar as shown in Figures 31 and 32. This is assessed at 10 to 1 against chance. They seem to have slightly different expression that may indicate the three faces were meant to show a different emotional expression.

Controls

For well over a decade amateur researchers have scoured Martian images looking for signs of artificiality. However the successes have been very scarce. Figures 33, 34, and 35 suggest that erosion may be a reason for this. Figure 33 is another two possible faces but the features were either never there or were worn away by erosion. If these artefacts are over a billion years old this is not surprising, only a few rare formations may have survived.

In Figure 34 the HiRise image shows a smooth cliff face opposite the Crowned Face. In all the valleys in Libya Montes the author has only found smooth or highly amorphous slopes. Figure 35 is from near the King's Valley. Generally if there is enough erosion to carve out a valley there should be enough to make the sides of it smooth. However the HiRise images of the three Crowned Faces show remarkable details next to highly eroded slopes.

Why then should random eyes and noses form in this valley and nowhere else? How would they survive erosion when the slope right next to them is worn smooth? For these faces to be random variations of geological processes there should be other slopes with similar but non-face like features. Figure

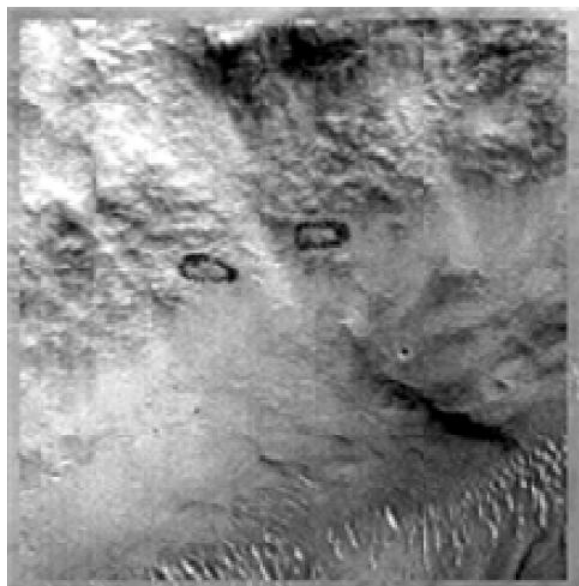


Figure 27 : Alternate left eye shape on face 1

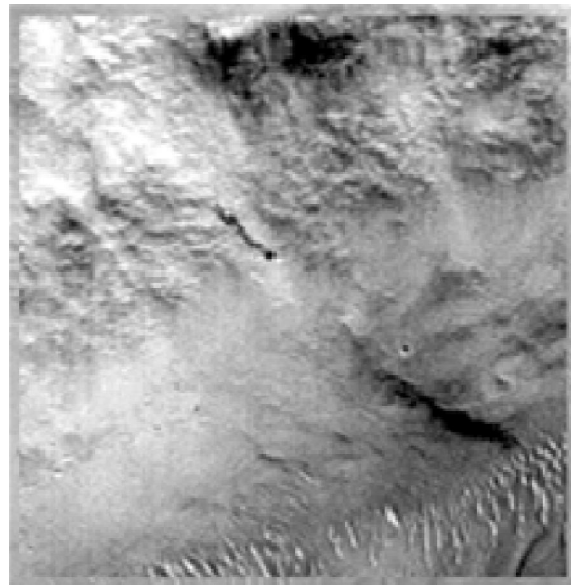


Figure 28 : Mark on face 1



Figure 29 : The same mark on face 2

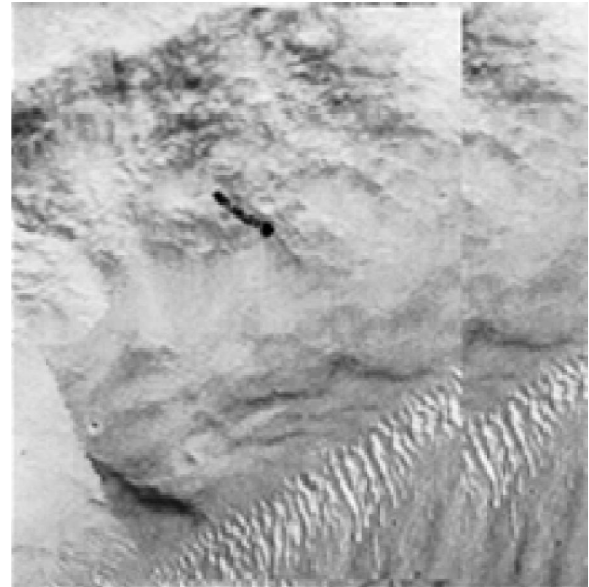


Figure 30 : The same mark on face 3

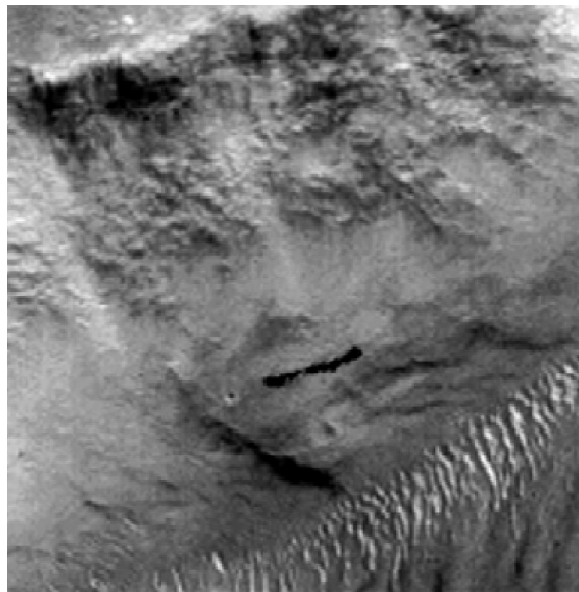


Figure 31 : The mouth of face 2

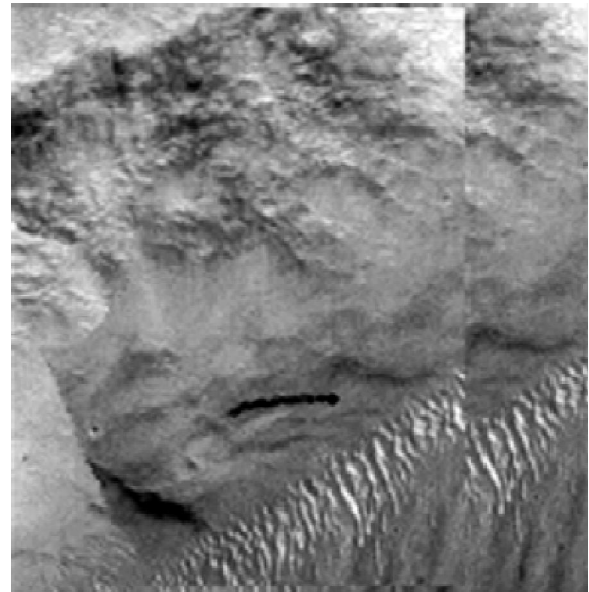


Figure 32 : The mouth of face 3

35 is the most plausible natural feature found but even it has no hollows in it that could form like eyes and nostrils.

Comparing the three crowned faces, the meridiani face, and the cydonia face.

So far there are 81 similarities in the three faces, and arguably many more. There are 22 similarities between Faces One and Two, 37 between Faces Two and Three, and 22 between Faces One and Three. These are assessed at 10^{81} against chance which alone should be proof for artificiality. However there are two other faces to compare to them, the Cydonia Face and the Meridiani Face. These also have many similarities implying they were all originally the same face or very similar to each other.

Comparing the cydonia face compared to the meridiani face

There are 37 points of similarity between these two Faces, more details are shown in my book. Space here doesn't allow for them to be shown, however many should be apparent in the overlay. This gives an odds against chance of 10^{37} to 1 and a cumulative total of 10^{118} to 1. Figure 36 shows the Meridiani Face, Figure 37 the Cydonia Face, and Figure 38 is an overlay of the two faces.

The cydonia face compared to the crowned face

There are at least 14 similarities between the two Faces, shown in the book. This gives an odds against chance of 10^{42} to 1 with three Crowned Faces and a cumu-

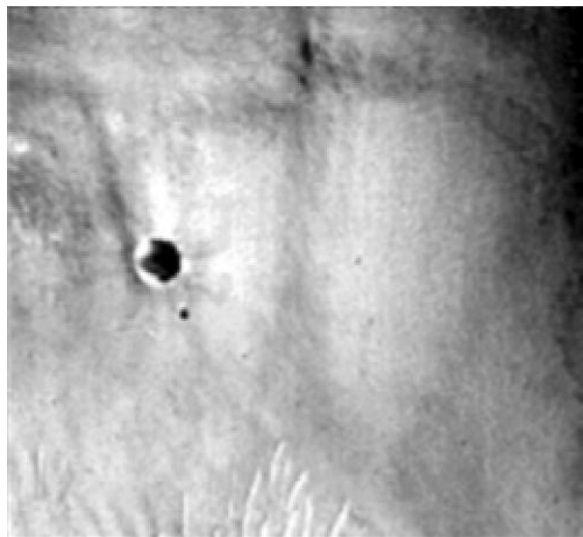


Figure 33 : In the King's Valley opposite the crowned face, MOC image

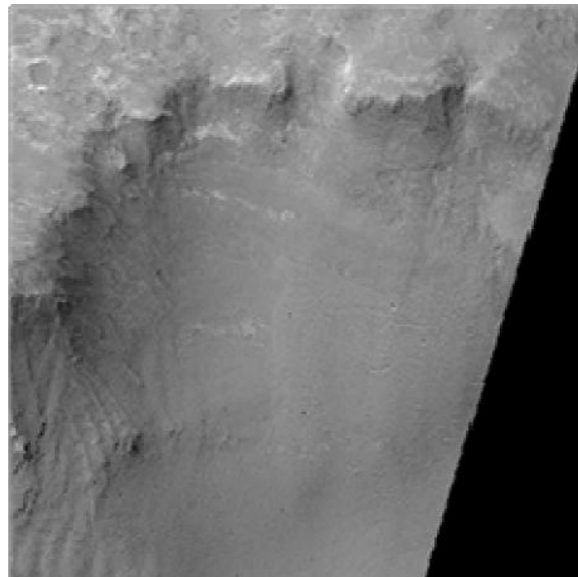


Figure 34 : HiRise image opposite the crowned face

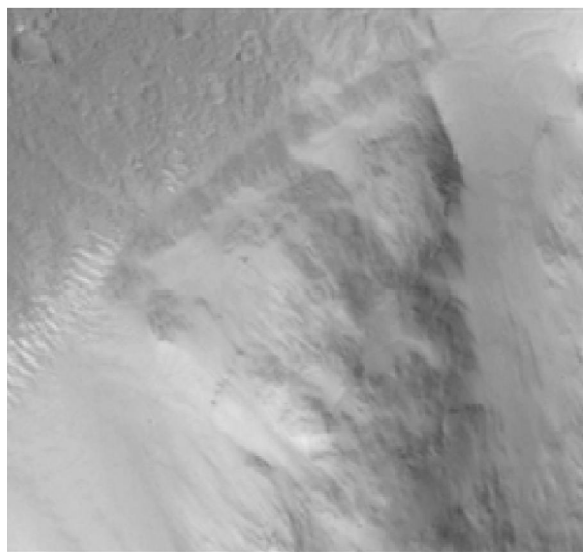


Figure 35 : A nearby valley in HiRise image ESP_012289_1840

relative total of 10^{160} to 1 against chance. The overlay is shown in Figure 39.

Comparing the crowned face and the meridiani face

There are 36 points of similarity with the Crowned Face, because of space consideration in this paper these can only be seen in the book. This gives 10^{36} to 1 against chance, with three Crowned Faces this gives 10^{108} to 1. The cumulative total now comes to 10^{268} to 1 against chance.

How to interpret 10^{268} to 1 against chance?

There are only about 10^{80} atoms in the universe by comparison, how could these odds be so high and still be just a coincidence? There are several ways to object to this conclusion. The first is to question some of the similarities. However as mentioned earlier the overlays show very few signs of misaligned features. An-



Figure 36 : The meridiani face

other way is to question 10 to 1 as too high. However it might arguably be too low, these faces could easily have been quite different and still plausibly artificial. Taking 5 random people we might find the chances of their faces overlaying this well to be less likely, but people are created by nonrandom process. But if 10 to 1 is too high then what about 11 to 10? This should be absurdly low even on a Mars covered in faces or even in a single family. Even so 1.1^{268} is still 123,948,028,235 to 1 against chance. 11 to 10 then reduces to the absurd again and still gives over

100 billion to 1 against chance.

Even a Mars covered in random faces could not be as low as 1.1 to 1 for each similarity. Another way might be to question whether these similarities are really independent and hence the odds should not be multiplied together. But no one has ever suggested a geological process that consistently makes eyes with irises and noses with nostrils. Also the three Crowned Faces are in a valley, the Meridiani Face is in a crater, and the Cydonia Face is on a mesa. All of these are formed differently geologically.

Still another way is to suggest that random areas of Mars are naturally similar to each other like this. First however similarities with known processes such as craters, dunes, mesas, etc must be excluded. Even these however could not usually overlay with less than a 10

to 1 against chance for each similarity, they have a wide variety of shapes. But assume any two amorphous areas of similar size had on the average 5 similarities by random chance. With 10 pairs of these subtract 10^{50} from 10^{268} to 1.

This still leaves 10^{218} to 1 or $1.1^{218} = 1,055,857,634$ to 1. Ten similarities in pairs of areas by random chance would be absurd, Mars would again be covered in faces. But this still gives 10^{168} to 1 or 1.1^{168} is 9 million to 1. 10^{268} to 1 reduces the natural hypothesis to absurdity. Trying to reduce this Figure in other ways also leads to absurdities. Hence the claim that artificiality is proven.

Refuting the geological explanations

HiRise has reimaged part of the King’s Valley with two images, numbers ESP_018368_1830 and ESP_018223_1830. However we still need higher resolution images, the JP2 image is only 500 megabytes.

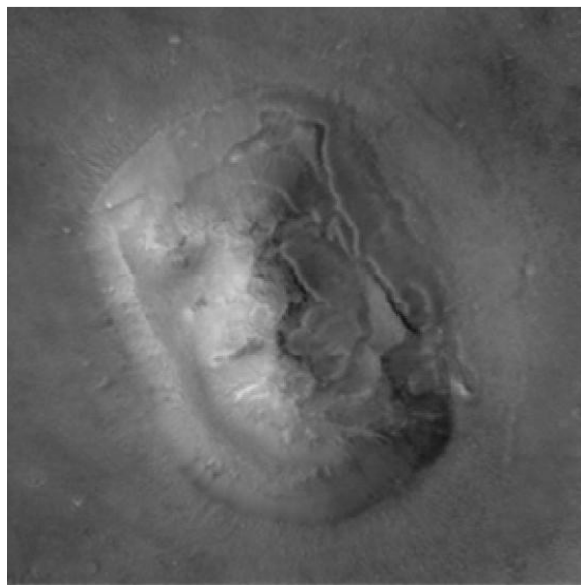


Figure 37 : The cydonia face

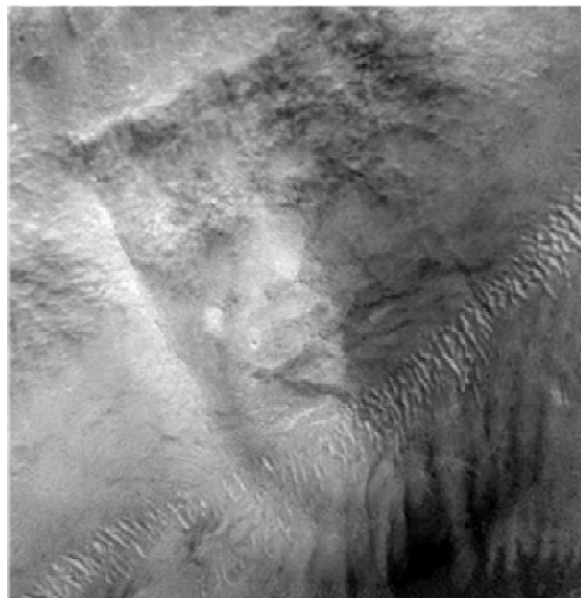


Figure 39 : An overlay of face 2 and the cydonia face

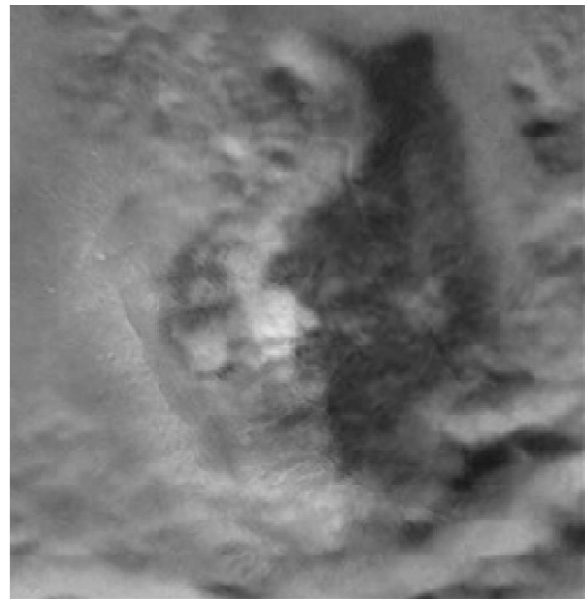


Figure 38 : The overlay of the meridiani and cydonia faces

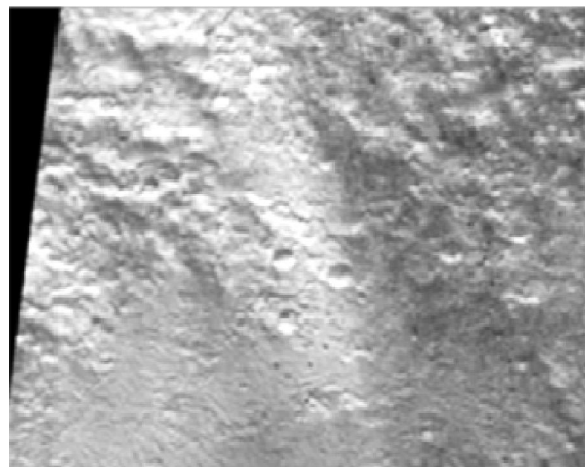


Figure 40 : Part of face 1

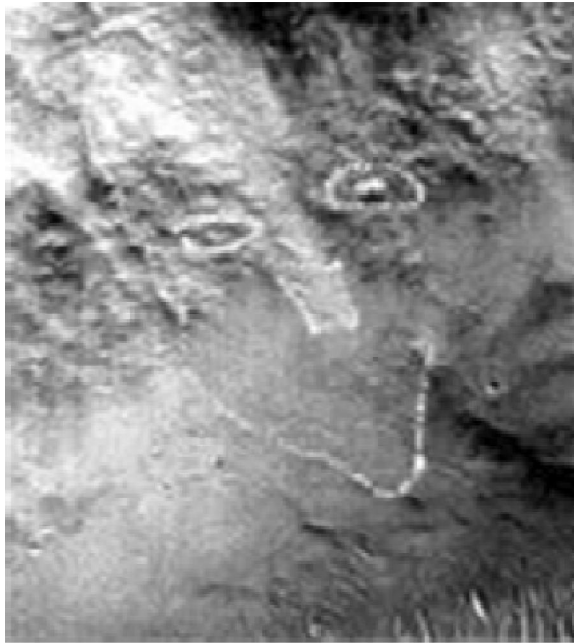


Figure 41 : outline of face 1

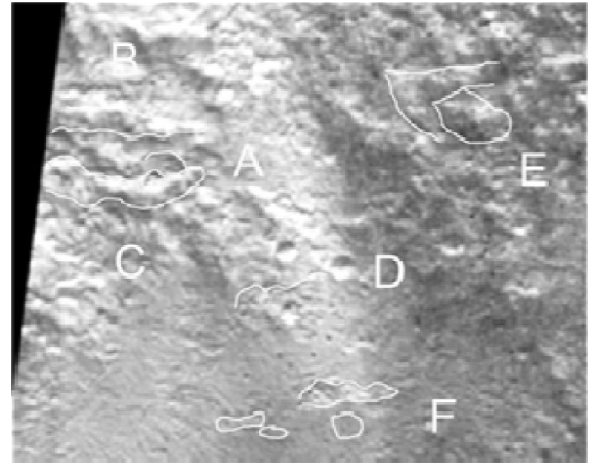


Figure 42 : Outlines of predicted features

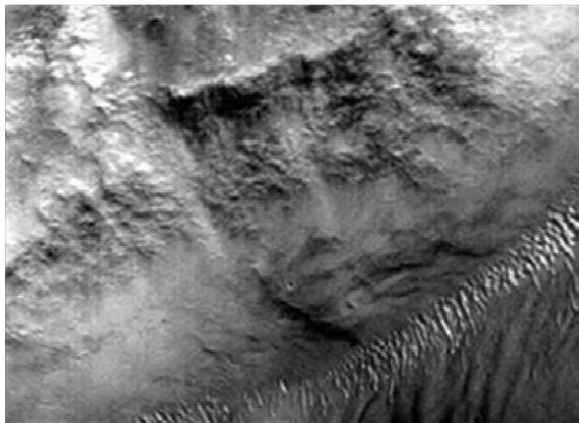


Figure 43. MOC image

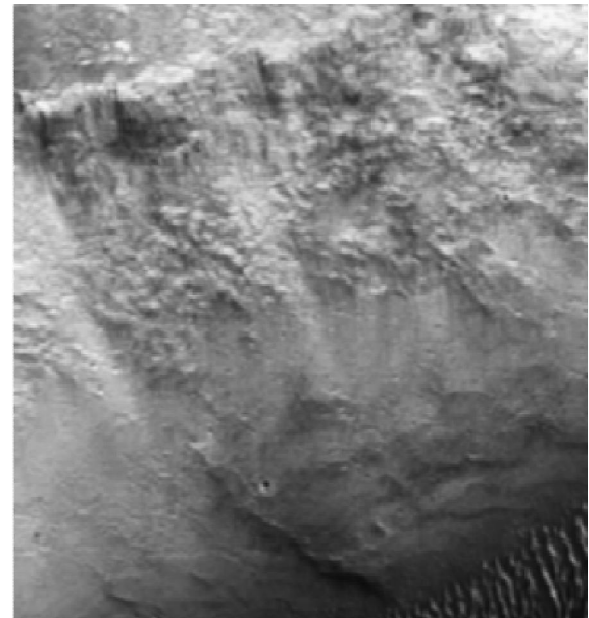


Figure 44 : HiRise image

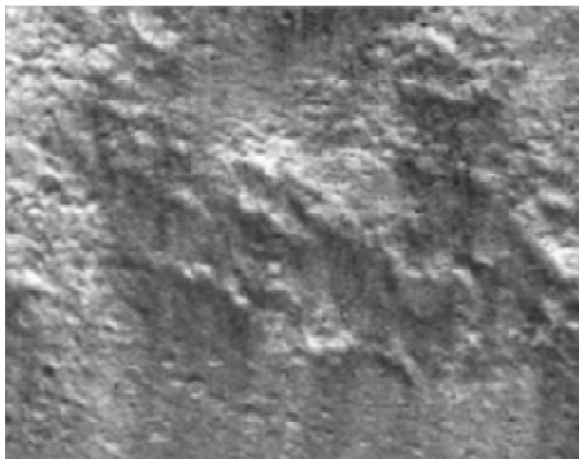


Figure 45 : Right eye of face 2

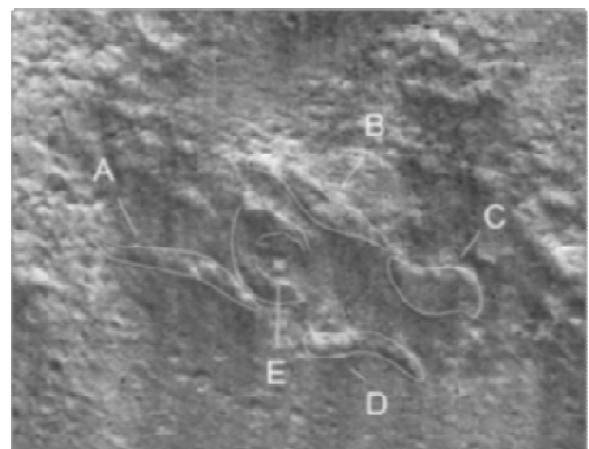


Figure 46 : Right eye with annotations

The implicit a priori prediction was that higher resolution images would show more face like features and more similarities between the faces. This has been successful in each part of the faces. This prediction was also falsified by other possible faces in the King's Val-

ley. They appeared much less artificial at higher resolution. These are shown in the book. This then is a prediction that was proven correct in some cases but other predictions failed.

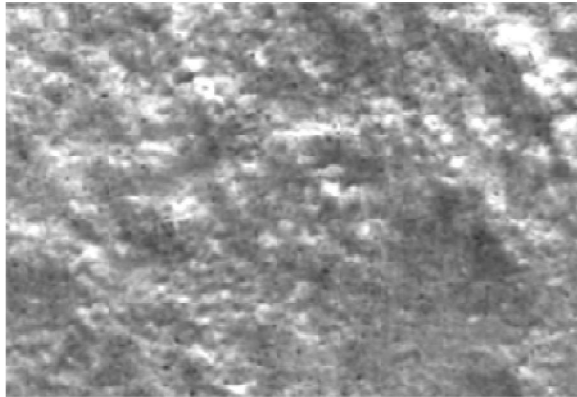


Figure 47 : Left eye face 2

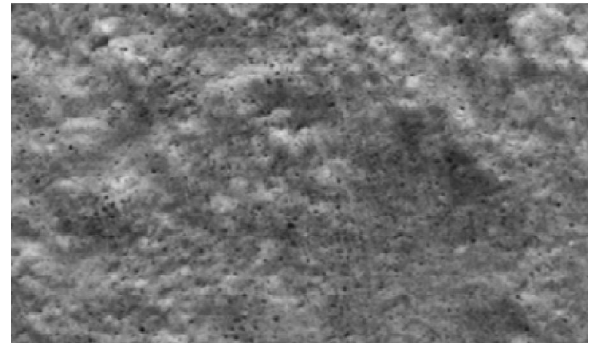


Figure 48. left eye, from the 2nd HiRise image

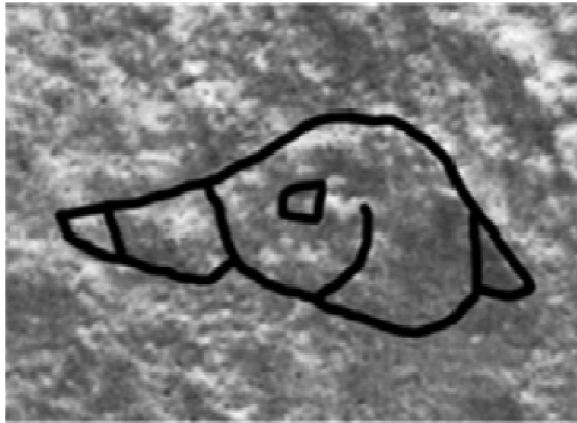


Figure 49 : Outline of eye

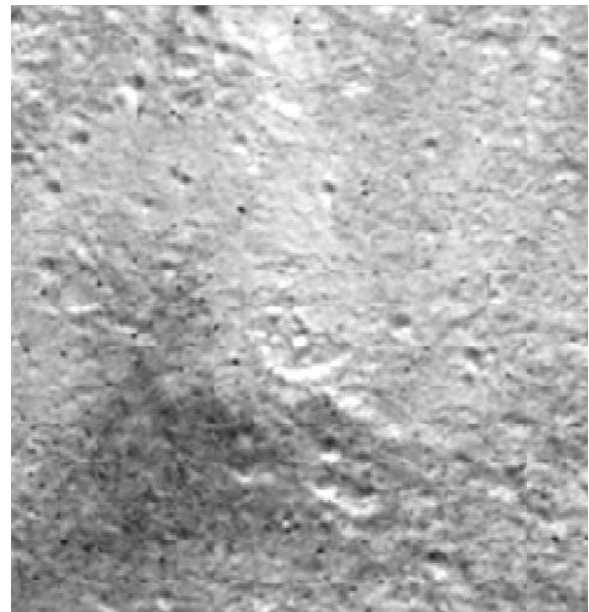


Figure 50 : Face 2 nose

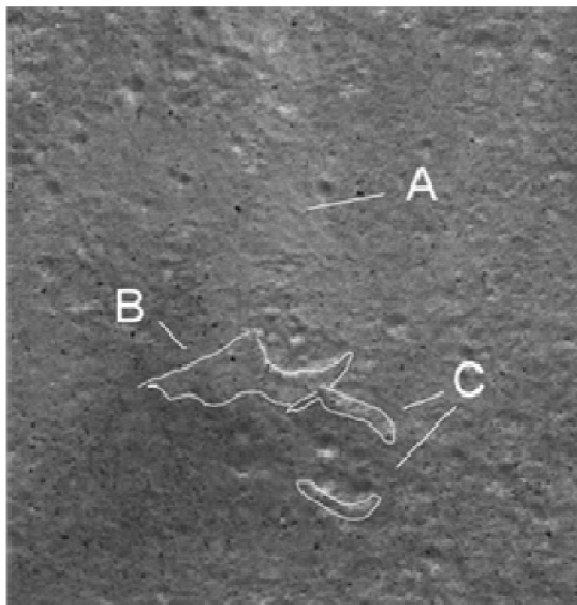


Figure 51 : Nose with annotations

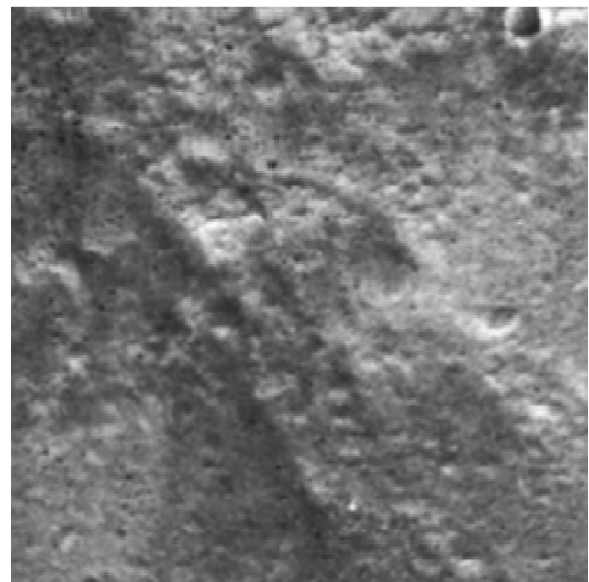


Figure 52 : HiRise image of face 3 right eye

Face one reimaged by hirise

All the face like parts of Face One are more face like in the HiRise image. Also an important prediction mentioned earlier was confirmed. In the MOC images the nose tip of Face One is missing, if it is artificially constructed then the builders would have included one.

So in the HiRise image there should either be a nose tip or a clear reason why it is missing. This prediction is confirmed in the images below.

Figure 40 shows the HiRise image of Face One, Figure 41 shows an outline of it. In Figure 42 at D there



Figure 53 : Right eye with outlines

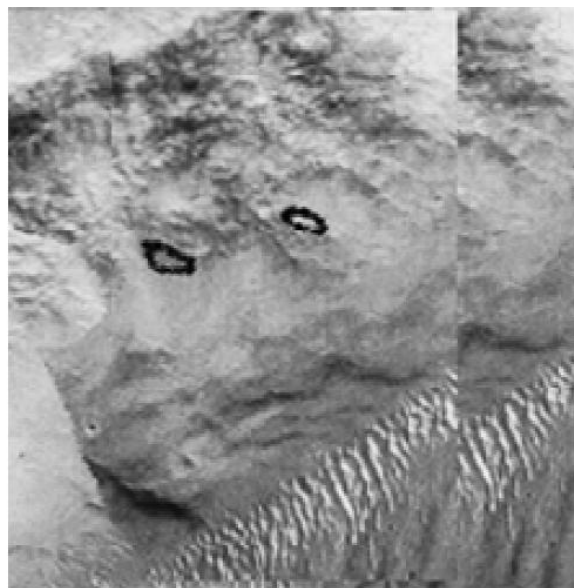


Figure 54 : Right eye on face 3

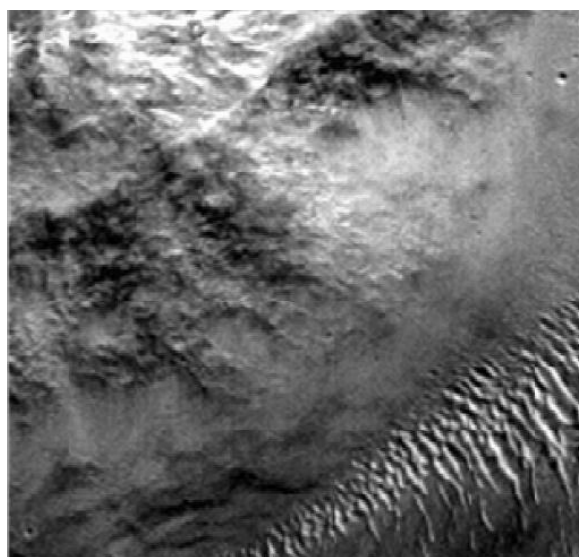


Figure 55 : Face five the profile crowned face

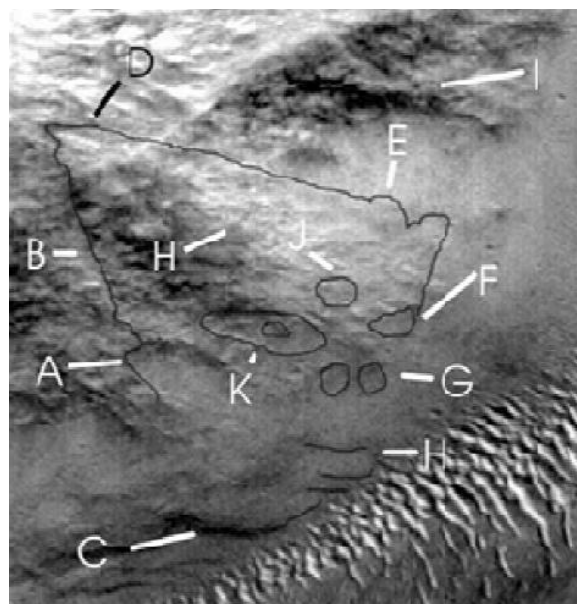


Figure 56 : Face five annotated

is a wavy line like a break, it casts a shadow indicating the top is higher than the bottom of this line. This is at the right place for the nose to have broken off, there are also three craters right here which may have caused it to break off.

F shows the shape of a nose tip similar to those of Face Two and Three. This is very difficult to account for by random chance. E shows an eye shape with a convex area for the iris as does A. B shows similar eyelid shapes to the right eye of Face Two as will be seen. It also shows a round iris shape with a dark pupil. All of these represent additional a priori predictions that with new HiRise images they will appear more face like.

Face two, the main crowned face from the MOC on the left, from hirise on the right

The HiRise image shows more details than from the

MOC, nothing appears less face like. Figure 43 is the MOC image and 44 is the HiRise image. The eyes are more clear showing distinct irises and pupils formed by shadows. The nose shows cavities where the nostrils would be.

If these features are random then a higher resolution should be equally likely to make each one more or less face like. Consider any 20 features out of the 66 similar ones. Then 2^{20} is over a million to 1 as all of these became more face like and not less face like. This is like tossing a coin 20 times and it comes up heads each time. Up to 35 features improved would be, at $2^{35} = 34,000,000,000$ to 1 against chance. Score each improvement at 4/5 or better, this gives $5^{35} = 2,910,383,045,673,370,361,328,125$ to 1.

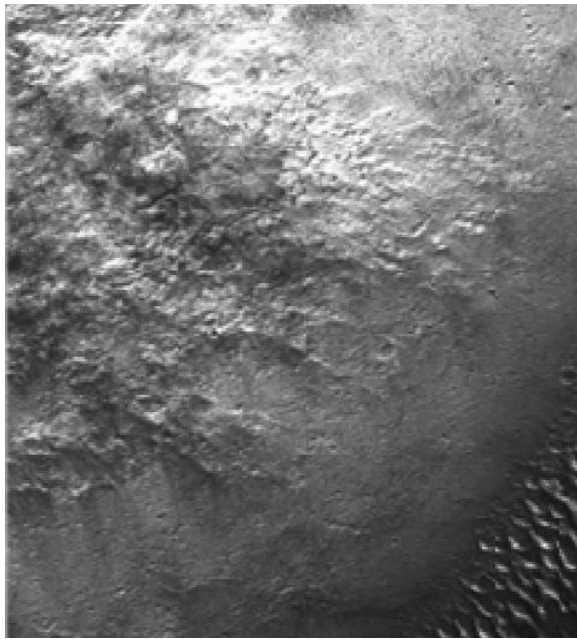


Figure 57 : Face 5 from HiRise

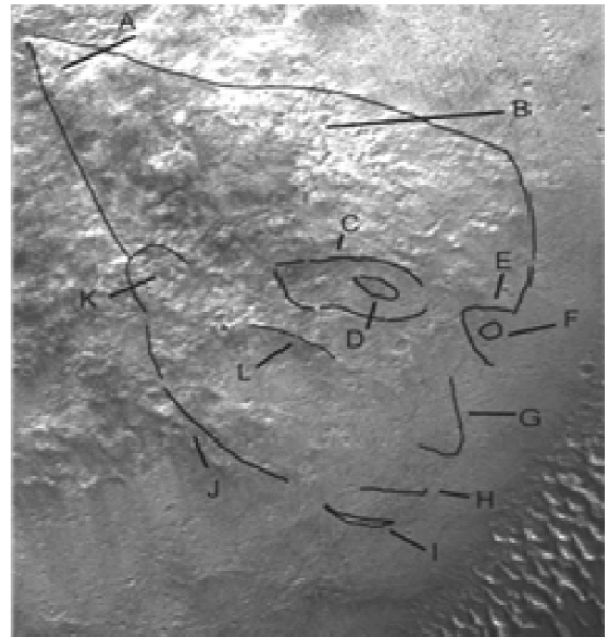


Figure 58 : Face 5 annotated

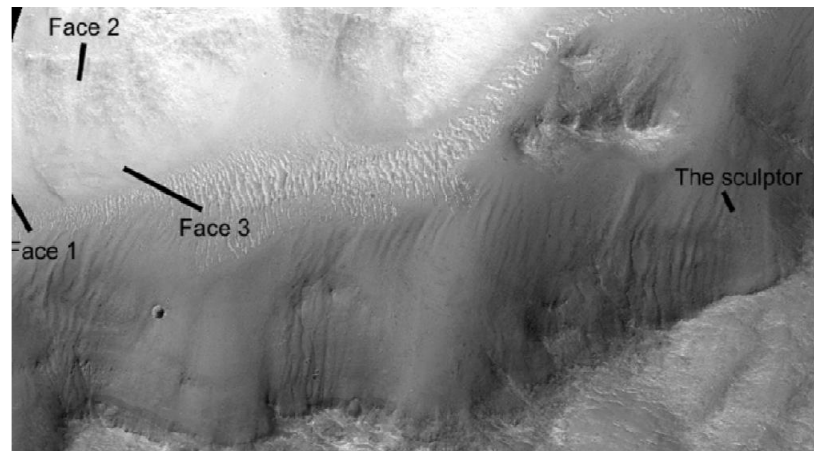


Figure 59 : Overview of the king's valley

Main crowned face (face two) right eye

Figure 45 is the right eye of Face Two, Figure 46 is annotated. A, B and D show similar folds around the eye to that of Face One. Along with C these should not form naturally on a cliff face smooth elsewhere. E shows a rounded iris perhaps designed to stand out with shadows.

Face two left eye

A left eye is shown from each HiRise image, higher resolution images with a better sun angle are needed. Figures 47 and 48 are the left Crowned Face eye from separate HiRise images while Figure 49 is an outline of the eye. It appears to have been carved into the rock.

Close up of crowned face nose

Figure 50 shows the Face Two nose from HiRise, Fig-

ure 51 is annotated. A shows a lighter area where the bridge of the nose is, the shading shows it standing out. B shows a nose tip shape like the eroded one on Face One. It is also like the nose tip on Face Three. C shows the edges of the right nostril that may define its shape with shadows

Face three right eye, the iris is not a crater

Figure 52 shows the alternate right eye of Face Three, to its upper right is the large cavity that may also act as an eye. There is a convex rounded iris here and an upper eyelid shown outlined in Figure 53 Figure 54 shows the right black oval as the position for this eye shape.

Face five, The profile crowned face looking to the right, has the same shape and crown, four similar faces in a row

Figure 55 shows the profile Crowned Face, Face Five,

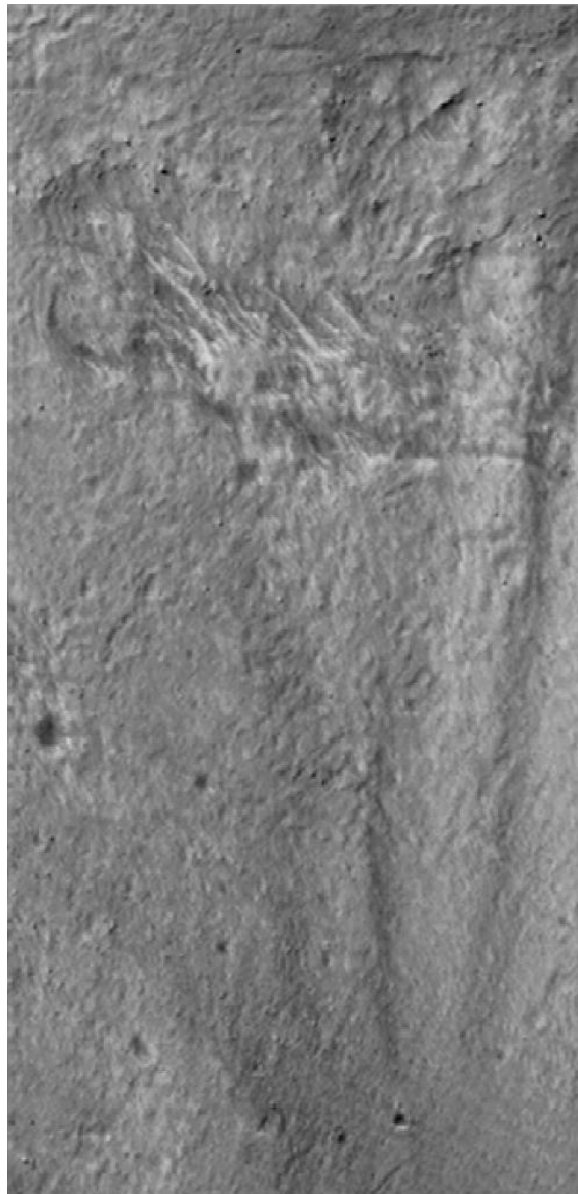


Figure 60 : The sculptor

reimaged with HiRise. Figure 56 shows this annotated, A is where the right eye of Face three would be. This might also be the ear of Face Five. The eye shape at K is much clearer, the oval shape carved into the rock should be impossible to occur geologically. It has an iris and a dark pupil.

A crown shape carved into the rock

Figure 57 shows Face Five from HiRise, Figure 58 is annotated. The eye shape at D is much clearer and a nose shape appears at G, this was not in the MOC image and represents a successful a priori prediction. A shows the apex of the crown which extends past the ridge. B shows this area bulges outwards because it catches the light.

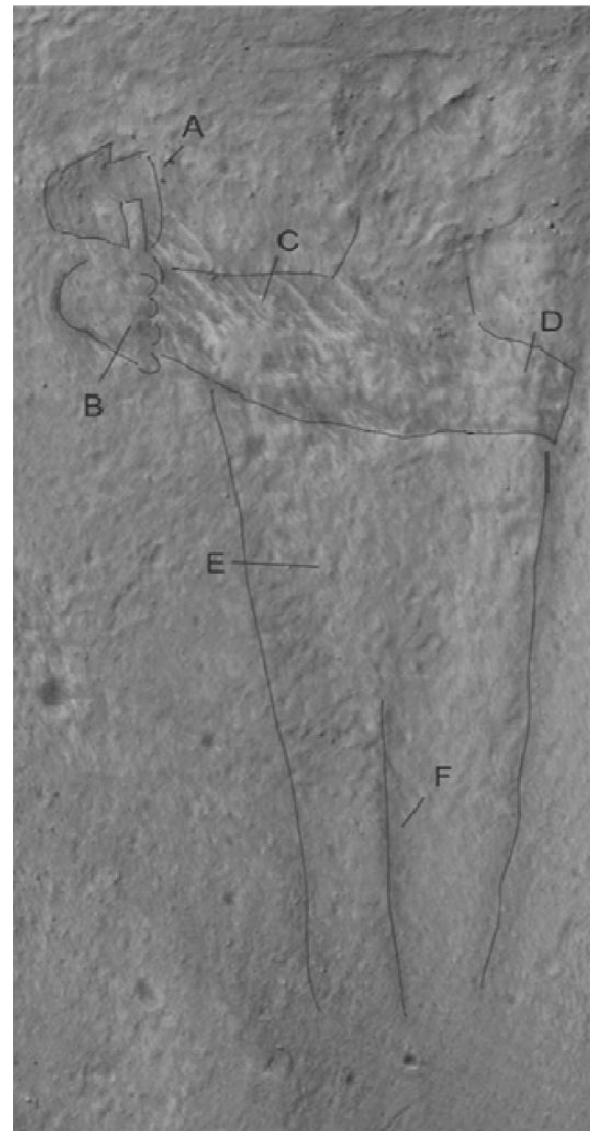


Figure 61 : The sculptor annotated

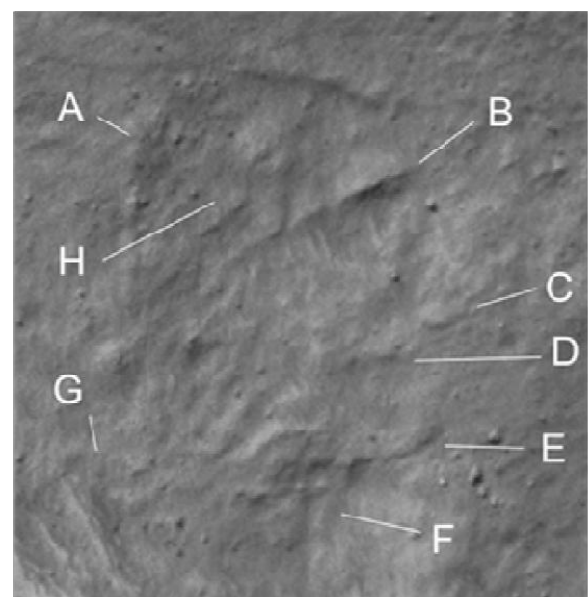


Figure 62 : The sculptor head

King's Valley overview showing the sculptor image

Some new features, possibly artefacts, were found in

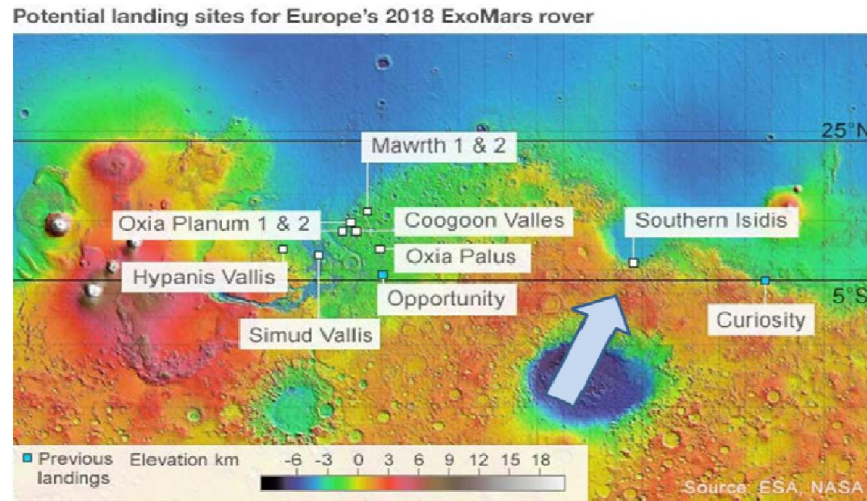


Figure 63 : The proposed ExoMars landing sites

Valley in Libya Montes ([ESP 018223 1830](#))

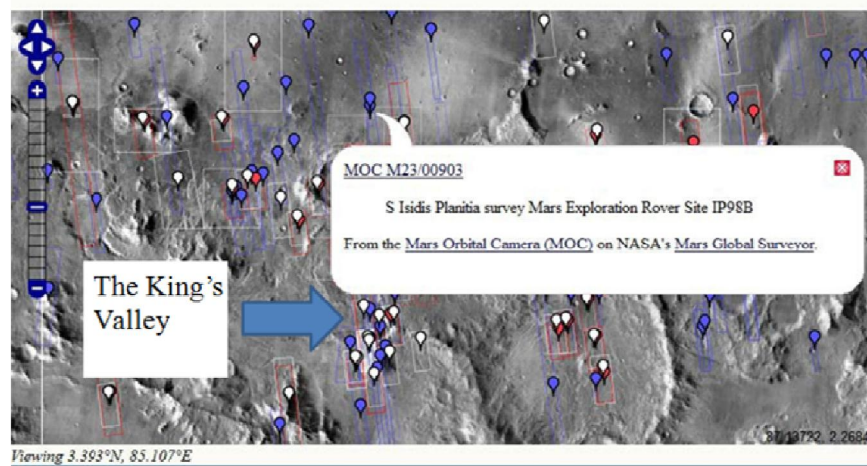


Figure 64 : The King's Valley and a proposed rover landing site.Landing next to the King's Valley



Figure 65 : The ExoMars rover

the HiRise images of the King's Valley. To save space just one of these is shown. It is called the sculptor because it looks like a humanoid Figure that may have created the Faces. Its position is shown on the right in Figure 59.

The sculptor

This Figure should be impossible to form naturally because it seems to be carved into a smooth cliff face. Features around it have generally worn smooth, any

other lines carved into the cliff may be associated with other artefacts. Figure 60 shows the sculptor. Figure 61 shows annotations. A shows some kind of oval shape apparently being held in the hand B. C and D show shoulders. F shows legs. These legs are also waves in the rock but the carved features go right over them, hard to explain geologically.

Looking right at the crowned face from the other side of the Valley

Figure 62 shows a close-up of the sculptor head. It looks directly at the three Crowned Faces on the other side of the valley. A shows a rounded skull carved into the rock, hard to explain with natural processes. B shows a brow line, the bottom of a hat, or a pair of eyeglasses. H shows the hair or a hat. G shows the back of the neck. C shows a nose outline in the right position. D shows an open mouth. E shows a chin. F shows the front of the neck.

What is to be done now?

