

COMMODORE[®] 64/128[™]
COMPUTER PROGRAM DISKETTE

**TOP
SECRET**

DEF CON 5
AUTHENTIC S.D.I. SIMULATION



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In what has been almost a technological blink-of-an-eye, computers have sprung into our lives on a daily basis. They do our books, our writing and our entertainment. NOW IT LOOKS AS THOUGH THEY MAY JUST BE RESPONSIBLE FOR OUR VERY SURVIVAL!

With this concept in mind, Paul Norman, creator of Super Huey and Super Huey II, presents "TOP SECRET" DEF CON 5, the **ultimate authentic simulation of the "STAR WARS" defense system.**

Each player/operator has at his or her fingertips global monitoring ability, satellite control transmission and telemetry and autonomous authority in weapon usage:

- Land based chemical lasers that fire into space and are reflected by orbiting mirrors to enemy missiles while still in boost phase.
- Space-based free-electron lasers, that cannot penetrate the atmosphere but are effective in disabling the guidance systems of missiles that achieve orbit.
- Neutral particle beam weapons that are used to destroy missiles in space. These are back-up systems for the electron-lasers.
- Electro-magnetic launchers that fire "smart bullets."

These weapons stand guard against missiles that reach the halfway point toward this country.

The last stage, or "the terminal phase" of incoming missiles is dealt with by use of nuclear pulsed X-ray laser multi-blasters. These are self-destructing, hydrogen bomb-powered weapons that are launched at DEF CON 1 only and shower local space with focused X-ray laser blasts creating an almost impenetrable shield over the entire country.

DEF CON 5 demonstrates that however powerful or complicated computer programs become, it is ultimately, the human hand and human mind that decides!



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