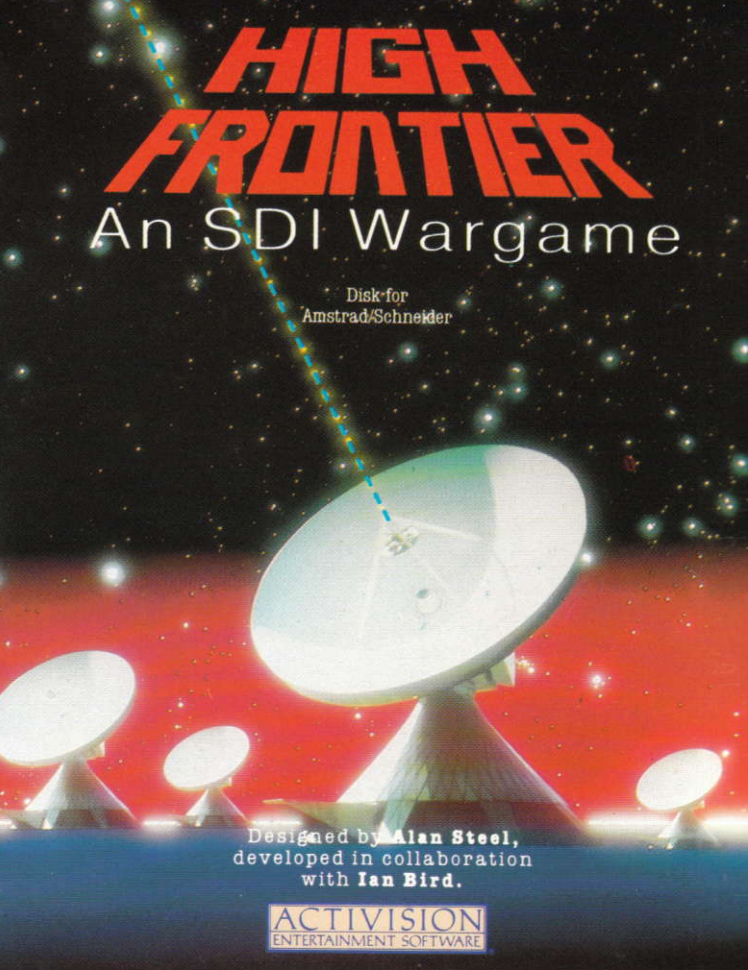




HIGH FRONTIER

An SDI Wargame

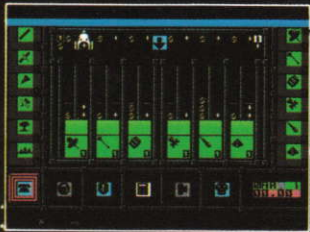
Disk for
Amstrad/Schneider

Designed by **Alan Steel**,
developed in collaboration
with **Ian Bird**.

ACTIVISION
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HIGH FRONTIER

An SDI Wargame



The most controversial defence policy this decade, known variously as SDI, Star Wars or Reagan's Ray Guns, the Strategic Defence Initiative is either hailed as mankind's salvation or damned as an unworkable provocation. In *HIGH FRONTIER* you are the project leader committing staff and funds to make SDI a reality. You deploy the satellite defence system as the world teeters on the brink of nuclear oblivion, and you must make the decisions that could save the American mainland...or devastate it.

A joystick-controlled, icon driven strategic simulation that's hopefully as near as you'll ever get to the real thing...or is it?

UQD 575



Designed and Programmed by Alan Steel
Graphic Design by Alan Steel and Focus C.E.L.
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Commodore 64 screens shown.
Manufactured in the United Kingdom
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HIGH ADULTER

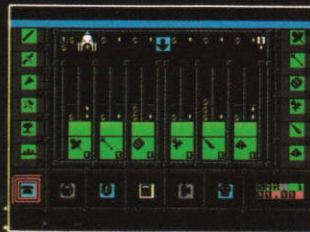
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HIGH FRONTIER

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HIGH FRONTIER
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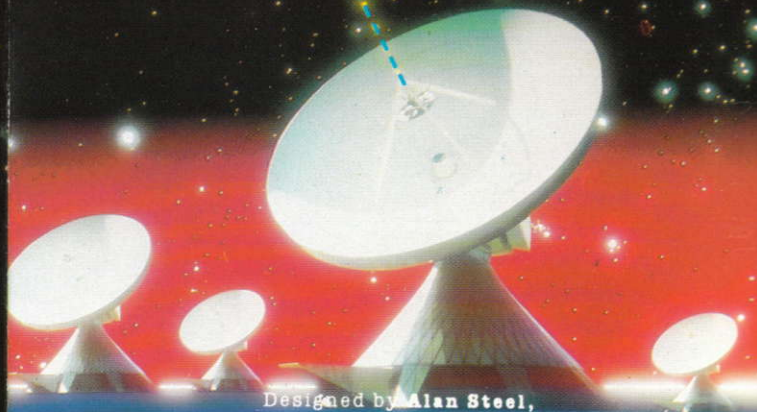
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