

~~SECRET~~/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 5283 SESSION NUMBER: 01
DATE OF SESSION: 4 MAY 89 DATE OF REPORT: 4 MAY 89
START: 1030 END: 1130
METHODOLOGY: WRV VIEWER IDENTIFIER: 025

1. (S/NF/SK) MISSION: Access and describe the nature of an event. Conduct a search and identify the country associated with the event.
2. (S/NF/SK) VIEWER TASKING: Describe a target event. Utilizing a map of Europe, locate and identify the country where the event took place.
3. (S/NF/SK) COMMENTS: No inclemencies noted. A Summary of Information is attached to this report. A second session will be conducted to refine information regarding the event. Information related to the country location indicated a "Warsaw Pact" country.
4. (S/NF/SK) EVALUATION: *(3)*
5. (S/NF/SK) SEARCH EVALUATION: *(4)*

*Refinements made by 025 on 4 and 5 May 89
in a solo mode indicated Budapest, Hungary
as the target site.*

HANDLE VIA SKEET CHANNELS ONLY

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CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

~~TOP SECRET FROTH~~

WORKING PAPER

MAY 89

TASKER

1. PROJECT: 8938.
2. COORDINATES: 983255/254431.
3. BACKGROUND: AN EVENT OF INTEREST RECENTLY TOOK PLACE IN EUROPE.
4. MISSION: DETERMINE AND DESCRIBE THE NATURE OF THE EVENT and THE LOCATION OF THE EVENT.
- v/11/00/1111*

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PROVIDE SKETCHES IN SUPPORT OF YOUR FINDINGS

~~TOP SECRET FROTH~~

WORKING PAPER

025

890504

S: 01

SUMMARY OF INFORMATION

An event took place outdoors involving a military sound motion vehicle and many people. Compartments contain personnel.

Witnesses were present at the site. The result of the search was the Warsaw pact European country Budapest, Hungry.

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Europe

POLYCONIC PROJECTION

SCALE OF MILES

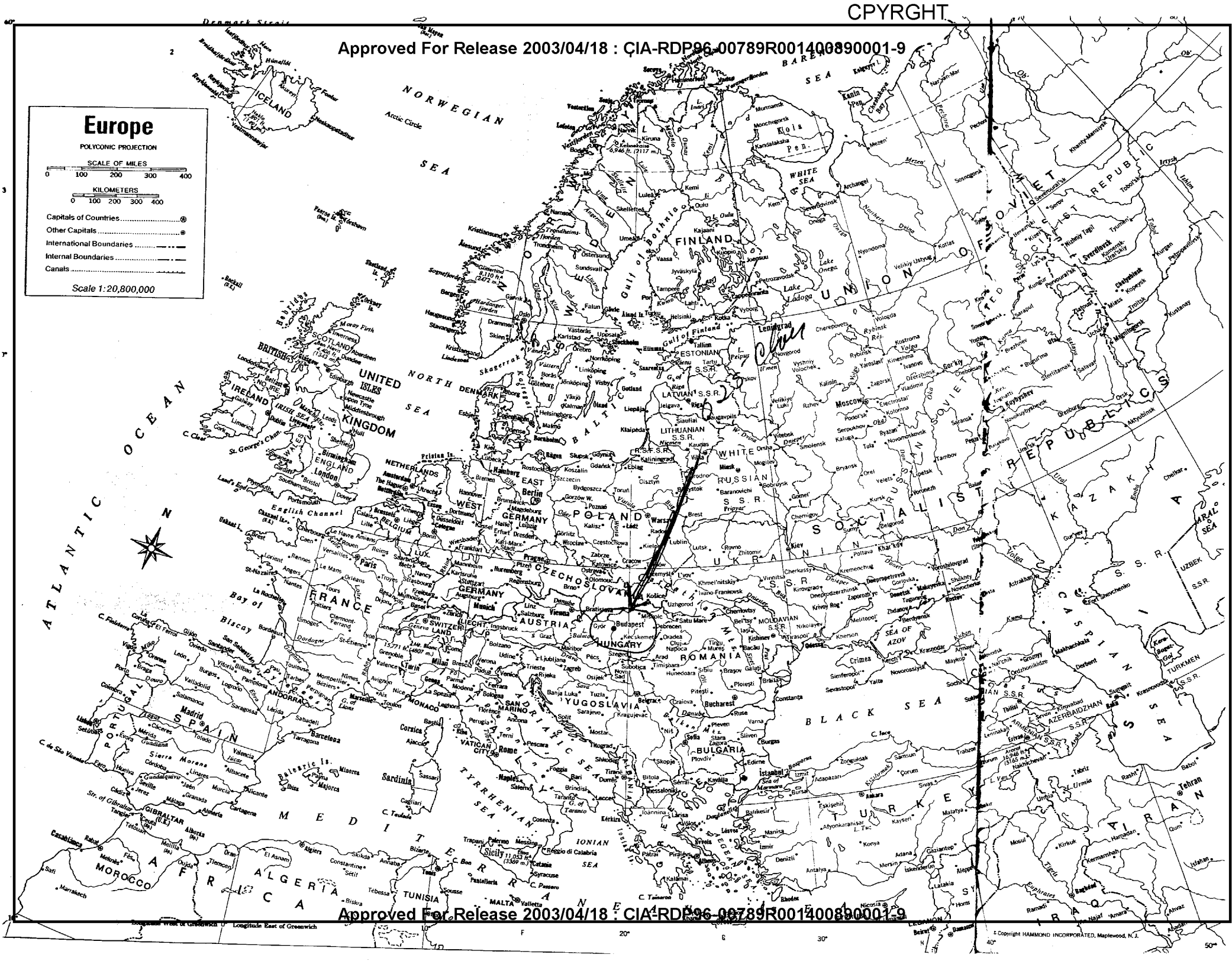
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KILOMETERS

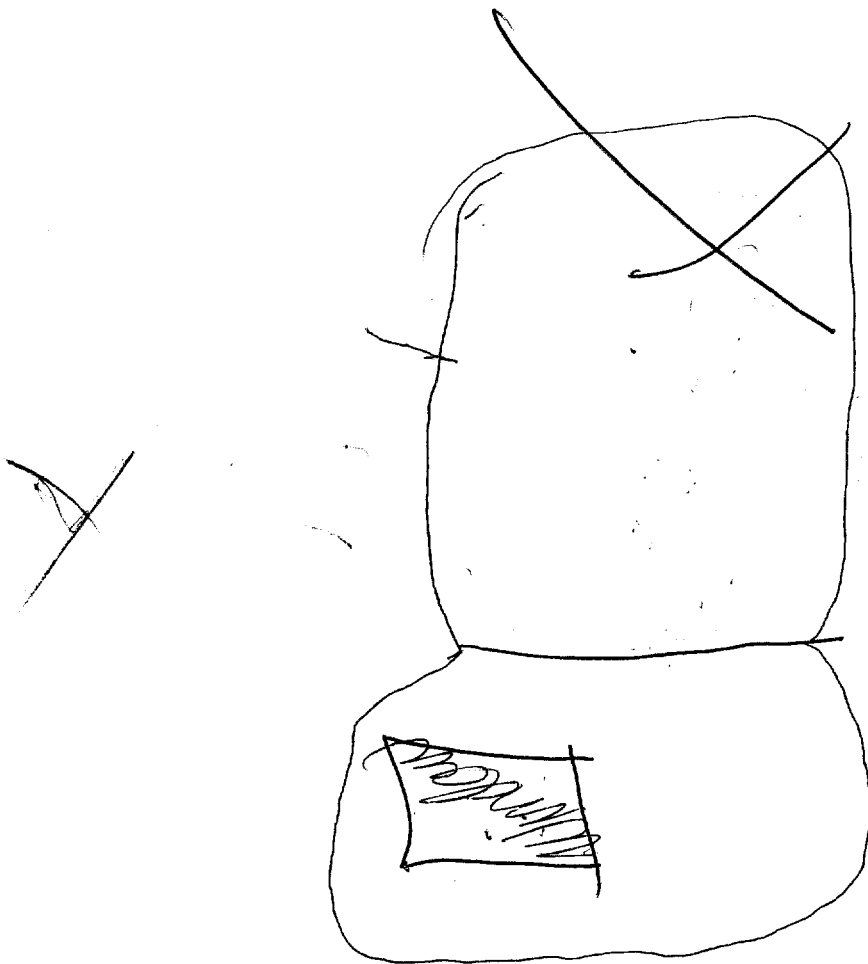
0 100 200 300 400

Capitals of Countries.....⊗
Other Capitals.....⊗
International Boundaries.....- - -
Internal Boundaries.....- - -
Canals.....- - -

Scale 1:20,800,000



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(1)

#

A

- Large opened area with structures around it. Structures are small + large, Dark, arching roofs. Lots of concrete. Lots of objects.

Area looks heavily populated

weather - ~~at~~ start ? Dark cloudy, cool, Not as cold as it could be.

People Looking
Busy
Small

~~8~~ people smaller than me

move ~~8~~ fast very busy
hard working but happy

Wearing same kind
of things. Almost like
a uniform maybe not
a uniform but very similar. X

Could you draw the
area of interest. Yes.

- There's more than 1
object. other objects
around it that look like it.

insect-like object

has points or tubes
sticking out of its face.
A lot of plastic and
metal

A lot of hoses + tubes
Scale-like things
that look like ladders

Looks smooth at a
distance but not
smooth up close.

Smells like oil or
kerosene

Object sitting here.

Not stable
Pupposen to outrun
itself. Can't make
the envelope.

Something designed wrong

Moves to envelope
then catches & drag.

Something on it tight

UI

Workable
directional
communications
weapons
power works
& fast

very powerful

Purpose

Start/Date?

no one around here

looks like some kind of machine & weapon

AOL - weapon

Bunch of different kinds of weapons all rolled together.

Does the object move yes

Fast vibration movement

lot of vibration

Supposed to outrun the vibration of sound but problems.

Has problems - Can't do what's its supposed to do.

2 maybe 3 guys who are responsible for it they operate it Not very happy with it Have a tough time with it.