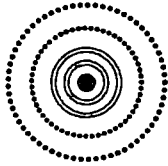


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COLLECTION DECK

Game Instructions

PREMISE

Players use intelligence collection techniques to solve intelligence problems.

COMPONENTS

COLLECTION TECHNIQUE CARDS (66)

(UNCLASSIFIED//FOUO)		
FOREIGN MEDIA TRANSCRIPTION		
OSINT TECHNIQUE		
<i>English-language foreign media products can be provided directly to the IC without translation</i>		
P	M	RANGE
E	W	1-7
Not affected by Linguists Reassigned		

Each Collection Technique card lists the name of the technique as well as:

- What collection discipline it falls under: GEOINT, HUMINT, MASINT, OSINT, or SIGINT
- A description of the technique
- The types of intelligence aspects it can be used against: (P)olitical, (M)ilitary, (E)conomic, and (W)eapons
- The difficulty range of problems it can be used against

Some technique cards may have additional language if they are immune to certain reality cards or have restrictions on the kinds of intelligence problems they can be used against.

INTELLIGENCE PROBLEM CARDS (46)

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PAKISTAN NUCLEAR SECURITY		
INTELLIGENCE PROBLEM		
3		
TECHNIQUES REQUIRED		
P	M	DIFFICULTY
	W	9

Each Intelligence Problem card lists the name of the problem as well as:

- How many Collection Technique cards must be used to solve it (this is also how many points the card is worth)
- The intelligence aspects of the problem: (P)olitical, (M)ilitary, (E)conomic, and (W)eapons
- The problem's difficulty rating

REALITY CHECK CARDS (55)

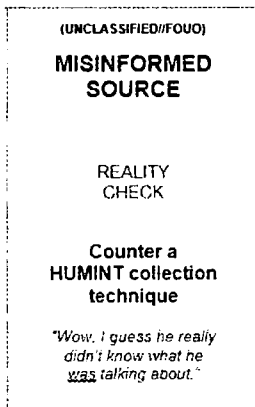
Reality cards can have a positive effect or negative effect on a player's ability to use Collection Technique cards against an Intelligence Problem card, either by affecting some aspect of the cards or outright countering the card's use. There are a few special Reality Check cards:

Collection Manager Challenge: If a Collection Manager Challenge card is played against a player's Collection Technique card, the player has to provide an explanation of how that technique could *actually*

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be used against the issue identified on the Intelligence Problem card in the real world. If the facilitator (in a facilitated game) or other players (in a non-facilitated game) find the explanation feasible, the challenge has been defeated and the Collection Management Challenge card is discarded. Otherwise, the Collection Management Challenge card counters the Collection Technique card, both are discarded, and the player must replace the Collection Technique card or end his turn.

Think Outside the Box: Players can use one of these cards to defeat any Reality Check card that another player uses against one of their Collection Technique cards, with the *exception* of Collection Manager Challenge.

INITIAL SETUP

Separate out the Intelligence Problem cards from the deck, and shuffle the remaining cards (Collection Technique and Reality Check cards) together. Deal seven cards from the Collection Technique / Reality Check deck to each player.

Place ten cards from the Intelligence Problem deck face up on the table between the players; this is known as **The Field**.

PLAYING THE GAME

Players will have in their hands some combination of Collection Technique and Reality Check cards. Players use their Collection Technique cards to solve Intelligence Problem cards on the Field, and can use their Reality Check cards to help them do so, or hinder their opponent's ability to do so.

However, not every Collection Technique card can be used against every Intelligence Problem card. In order to use a technique against a problem, the Collection Technique card has to meet two conditions.

1. The intelligence aspects listed on the Collection Technique card have to match at least one of the intelligence aspects listed on the Intelligence Problem card.
2. The range listed on the Collection Technique card has to cover the difficulty rating of the Intelligence Problem card.

Reality Check cards can be used to modify a technique or a problem to create matches that would otherwise not be possible.

The player who most recent talked with someone in a collection organization gets to go first.

PLAYER TURN

On their turn, each player or will announce which (if any) of the problems on The Field they want to solve, and Collection Technique cards and any Reality Check cards to do so. This is the player's **Collection Strategy**. A player can only target one Intelligence Problem card a turn, but should play as many collection techniques cards as they need to solve the problem (i.e. if it's a 2 point card, they should play two techniques). Players may also choose to pass and not target any problem, at which point it's the next player's turn.

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Once a player has played his Collection Strategy, the other players then have a chance to act as “the system” and try and disrupt the strategy. Up to three cards can be played by all the other players combined to disrupt the played Collection Strategy. After each disruption attempt, the player whose turn it is has the opportunity to respond to the disruption by either playing his own Reality Check cards or replacing a countered Collection Technique card with another one from his hand. Countered techniques and associated Reality Check cards are placed in the discard pile; Reality Check cards which are used to modify an Intelligence Problem card stay on the Field until the Intelligence Problem is solved.

If the player still has an intact collection strategy after all disruption attempts have been made (or if none of the other players attempt to disrupt his strategy), the player keeps the Intelligence Problem card, and counts the number of techniques required to solve the problem (as identified on the Intelligence Problem card) towards his point total. Play then continues to the next player. If a player is unable to respond to a disruption attempt, his turn is over and play continues to the next player.

When a player is trying to solve a problem that requires multiple techniques, his turn may end with some Collection Technique cards still being on the Field but not enough to solve the problem. In this case, the non-countered Collection Technique cards stay associated with that Intelligence Problem card on the Field, and other players can opt to solve the problem by adding their own Collection Technique cards to complete the Collection Strategy on their turn.

STARTING A NEW ROUND

Play continues around the table until all players have determined there is nothing else they can do. This ends the round. Before the next round starts:

- If there are less than ten cards on The Field, place additional cards from the Intelligence Problem deck on the table until there are ten.
- Any player who has cards left over can discard any unused cards that they don't want for the next round.
- After all players have discarded unwanted cards, deal cards to each player so they are back up to a hand of seven cards.

The next round starts with the player who went second in the last round.

LATE ARRIVALS RULE

Players who want to join in the middle of a game are welcome to do so, but have to wait until a new round to do so. At the beginning of a new round, they are dealt seven cards and can join the game.

SELF-DEFEATIST RULE

Players may not play Reality Check cards to counter their *own* Collection Technique cards or otherwise defeat their own collection strategies (e.g. in an attempt to get rid of cards).

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VICTORY

The game ends when one of the players solves 10 points worth of intelligence problems, or until everyone has had enough and wants to go do something else.

VARIANT RULES

TEAM PLAY

Players play in teams of two or three people, with three to five teams per game; each team gets only one set of cards and play as if they were a single player, but should discuss and come to agreement on each move.

HARDCORE

Remove all the *Collection Manager Challenge* cards (12) from the deck. **Every** time a player plays a *Collection Technique* card against an *Intelligence Problem* card, the player must explain to the satisfaction of the facilitator or other players how that technique could actually be used against the issue identified on the *Intelligence Problem* card in the real world.

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