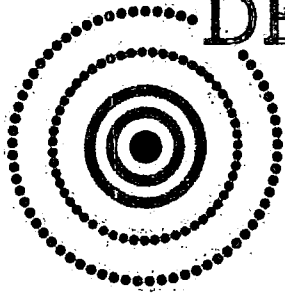
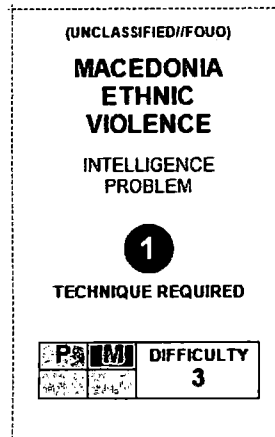


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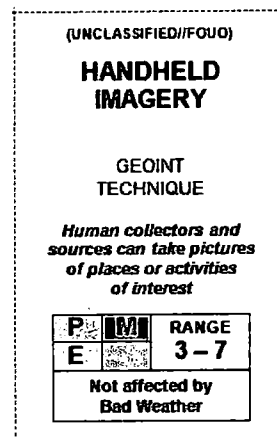
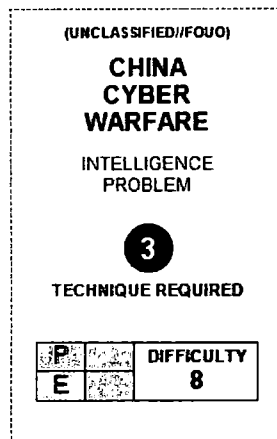
# COLLECTION DECK



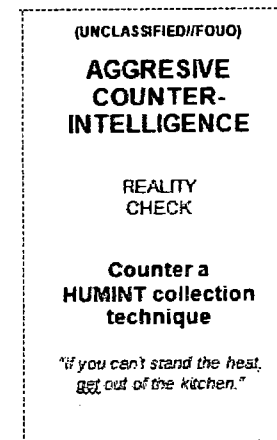
**Collection Deck** is a training game designed to teach about various collection capabilities. Students playing the game use cards representing various collection techniques to solve intelligence problems, but their efforts to do so may be hindered by other players using cards representing challenges or obstacles that analysts face when driving collection. Collection Deck has been described as a cross between classic card games like *Bridge*, *Hearts* and *Whist* and collectible card games like *Magic: the Gathering* and *Pokemon*.



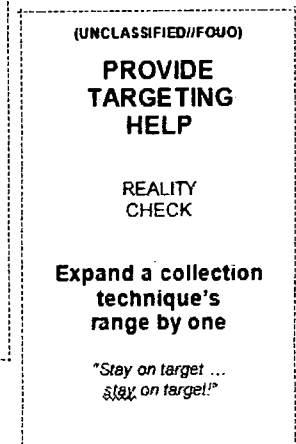
Intelligence Problem Cards



Collection Technique Cards



Reality Check Cards



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