

Central Intelligence Agency



Washington, D.C. 20505

7 November 2017

Mr. Mitchell Kotler  
MuckRock News  
DEPT MR 35175  
411A Highland Avenue  
Somerville, MA 02144-2516

Reference: F-2017-01128

Dear Mr. Kotler:

This is a final response to your 21 March 2017 Freedom of Information Act (FOIA) request for **copies of all materials (including but not limited to boards, cards, and rule books) for the CIA training game “Collection Deck.”** We processed your request in accordance with the FOIA, 5 U.S.C. § 552, as amended, and the CIA Information Act, 50 U.S.C. § 3141, as amended.

We completed a thorough search for records responsive to your request and located two documents, consisting of five pages, which we determined can be released in their entirety. Copies of the documents are enclosed at Tab A.

We also determined that seven documents, consisting of 94 pages, can be released in segregable form with deletions made on the basis of FOIA exemptions (b)(1), (b)(3), (b)(4), and/or (b)(5). Copies of the documents and an explanation of exemptions are enclosed at Tab B. Exemption (b)(3) pertains to information exempt from disclosure by statute. The relevant statutes are Section 6 of the Central Intelligence Agency Act of 1949, as amended, and Section 102A(i)(l) of the National Security Act of 1947, as amended.

As the CIA Information and Privacy Coordinator, I am the CIA official responsible for this determination. You have the right to appeal this response to the Agency Release Panel, in my care, within 90 days from the date of this letter. Please include the basis of your appeal.

If you have any questions regarding our response, you may contact us at:

Central Intelligence Agency  
Washington, DC 20505  
Information and Privacy Coordinator  
703-613-3007 (Fax)

Please be advised that you may seek dispute resolution services from the CIA's FOIA Public Liaison or from the Office of Government Information Services (OGIS) of the National Archives and Records Administration. OGIS offers mediation services to help resolve disputes between FOIA requesters and Federal agencies. You may reach CIA's FOIA Public Liaison at:

703-613-1287 (FOIA Hotline)

The contact information for OGIS is:

Office of Government Information Services  
National Archives and Records Administration  
8601 Adelphi Road – OGIS  
College Park, MD 20740-6001  
202-741-5770  
877-864-6448  
202-741-5769 (fax)  
[ogis@nara.gov](mailto:ogis@nara.gov)

Contacting the CIA's FOIA Public Liaison or OGIS does not affect your right to pursue an administrative appeal.

Sincerely,



Allison Fong  
Information and Privacy Coordinator

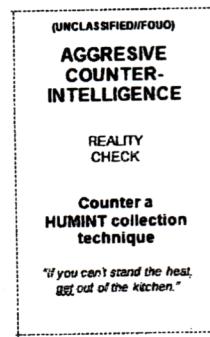
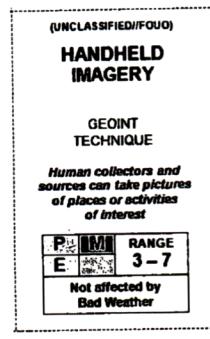
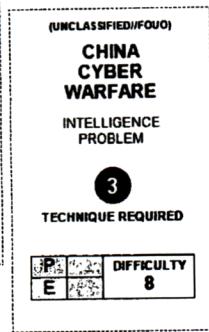
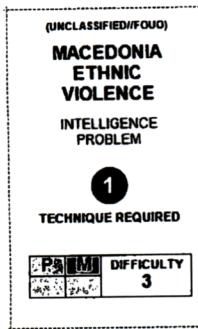
Enclosures

**TAB A**

# 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

UNCLASSIFIED//FOUO



# COLLECTION DECK

## Game Instructions

### PREMISE

Players use intelligence collection techniques to solve intelligence problems.

### COMPONENTS

#### COLLECTION TECHNIQUE CARDS (66)

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

- 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)

(UNCLASSIFIED//FOUO)						
<b>PAKISTAN NUCLEAR SECURITY</b>						
INTELLIGENCE PROBLEM						
3						
TECHNIQUES REQUIRED						
<table border="1"> <tr> <td>P</td> <td>M</td> <td>DIFFICULTY</td> </tr> <tr> <td>W</td> <td></td> <td>9</td> </tr> </table>	P	M	DIFFICULTY	W		9
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*

Updated May 2012 (v4.3)

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