

UNCLASSIFIED//FOUO

(UNCLASSIFIED//FOUO) <b>MISINFORMED SOURCE</b>	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.
REALITY CHECK  Counter a HUMINT collection technique  <i>"Wow, I guess he really didn't know what he was talking about."</i>	<b>Think Outside the Box:</b> 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 <i>exception</i> 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 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.

UNCLASSIFIED//FOUO

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. Counter 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).

**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.

**TAB B**

## Explanation of Exemptions

### Freedom of Information Act:

- (b)(1) exempts from disclosure information currently and properly classified, pursuant to an Executive Order;
- (b)(2) exempts from disclosure information which pertains solely to the internal personnel rules and practices of the Agency;
- (b)(3) exempts from disclosure information that another federal statute protects, provided that the other federal statute either requires that the matters be withheld, or establishes particular criteria for withholding or refers to particular types of matters to be withheld. The (b)(3) statutes upon which the CIA relies include, but are not limited to, the CIA Act of 1949;
- (b)(4) exempts from disclosure trade secrets and commercial or financial information that is obtained from a person and that is privileged or confidential;
- (b)(5) exempts from disclosure inter-and intra-agency memoranda or letters that would not be available by law to a party other than an agency in litigation with the agency;
- (b)(6) exempts from disclosure information from personnel and medical files and similar files the disclosure of which would constitute a clearly unwarranted invasion of privacy;
- (b)(7) exempts from disclosure information compiled for law enforcement purposes to the extent that the production of the information (A) could reasonably be expected to interfere with enforcement proceedings; (B) would deprive a person of a right to a fair trial or an impartial adjudication; (C) could reasonably be expected to constitute an unwarranted invasion of personal privacy; (D) could reasonably be expected to disclose the identity of a confidential source or, in the case of information compiled by a criminal law enforcement authority in the course of a criminal investigation or by an agency conducting a lawful national security intelligence investigation, information furnished by a confidential source; (E) would disclose techniques and procedures for law enforcement investigations or prosecutions if such disclosure could reasonably be expected to risk circumvention of the law; or (F) could reasonably be expected to endanger any individual's life or physical safety;
- (b)(8) exempts from disclosure information contained in reports or related to examination, operating, or condition reports prepared by, or on behalf of, or for use of an agency responsible for regulating or supervising financial institutions; and
- (b)(9) exempts from disclosure geological and geophysical information and data, including maps, concerning wells.