

TOP SECRET!

**CLASSIFIED DOCUMENTS
ENCLOSED!**

KGB 

**COVERT
OPERATIONS
HANDBOOK**

**DEPARTMENT 7 PERSONNEL
SECTION FILE COPY**

*Note this is copy 28 for the
PERSONNEL SECTION RECORDS HALL.
It is not to be confused with copy 82
(PERSONAL copy to be forwarded to CAPT.
MAKSIM RUKOV) which does not include
the appraisal of CAPT. RUKOV). Copies 118
through to 124 are for the PARTY CENTRAL
COMMITTEE RECORDS SECTION and all
sensitive material should be removed by a
class 2 member of the KGB internal censors
department.*



ENGLISH

CONFIDENTIAL



FILE 101
Dept DLY

MEMO TO: MAJOR GALUSHKIN
ORIGINATOR: PERSONNEL SECTION
DATE: 14th AUGUST 1991
RE: CONTENTS OF THIS FILE

Enclosed is the Department P file copy of CAPT. MAKSIM RUKOV'S Personal file. This internal file is the only copy which has not been altered prior to release to CAPT. RUKOV or the PARTY CENTRAL COMMITTEE.

The following items are enclosed;

GETTING STARTED AT DEPARTMENT P

SYSTEM REQUIREMENTS
LOADING/INSTALLING YOUR KGB ELECTRONIC
SURVEILLANCE INTERFACE SOFTWARE.

USING YOUR KGB ELECTRONIC SURVEILLANCE INTERFACE

SUMMARY OF CONTROLS
KGB HISTORY AND PRACTICES
CURRENT CRISIS AND GORBY'S ROLE
OTHER AGENTS INVOLVED IN THE PROJECT

CONFIDENTIAL MEMO



**FILE
102
Dept
DLY**

MEMO TO: KGB PERSONNEL SECTION
ORIGINATOR: OPERATOR 41
DATE: 10th AUGUST 1991
KGB APPRAISAL: CAPT. M.M. RUKOV

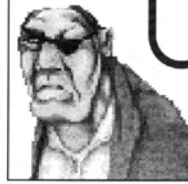
NAME: Maksim Mikhailovich Rukov.
BORN: January 12, 1966.
P.O.B: Sverdlovsk, Russian SFSR.
FATHER: Mikhail Stepanovich Rukov (Deceased).
MOTHER: Svetlana Shatilova (Deceased)

NOTE: Rukov's parents were killed on May 23, 1983, by an Afghan terrorist explosive device in Dushanbe, Tadzhik SSR, where Colonel Mikhail Rukov was on active duty.

EXPERIENCE:

JUN 1988: Graduated from Special Faculty of Ryazan Lenin Komsomol Higher Airborne Command School. Selected for Spetsnaz, the Elite special military unit under GRU Command (Soviet Military Intelligence). Named Commander, 3rd Parachute platoon. 1st Okhotniki batallion, Siberian Military District.

AUG 1991: Transferred to Department P, KGB, Moscow. Awarded rank of Captain.



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EVALUATION:

POLITICAL RELIABILITY:

Rukov has received mixed appraisals from political officers. While his patriotism remains unquestioned, he has on more than one occasion expressed opinions not in accord with current Party thought.

EXPERTISE: Rukov has shown considerable aptitude for airborne operations, close combat and infiltration.

LANGUAGES: Rukov is fluent in English, Arabic and Spanish.

GENERAL: His military commanders describe him as an excellent officer, but he has a tendency to personal initiative which can border on insubordination.

CONCLUSION:

Maksim Mikhailovich Rukov's profile incorporates a determined character with elements of individualism. He is not recommended for posts of administrative responsibility in the command structure.

CONFIDENTIAL MEMO

MEMO TO: CAPT. MAKSIM RUKOV
ORIGINATOR: COLONEL VOVLOV
DATE: 14th AUGUST 1991
GETTING STARTED AT DEPARTMENT P

NB: Beware of letting your disks fall into the wrong hands! Capitalist agents are everywhere, and any unlawful copying or distribution of these disks will result in the ultimate failure of our mission! You have been warned!

Comrade Rukov,

While I realise that you did not apply for a transfer to Department P it has been decided that you can best serve the State by leaving the G.R.U. and moving to Department P, KGB 2nd Directorate here in Moscow.

Your field of operations while in the G.R.U. was one of military intelligence, including covert parachute operations and 'behind the lines' infiltration. At Department P you will require all the covert surveillance techniques developed with the G.R.U. but in addition you should exercise far more caution in the use of firearms. Instead of excessive physical force you will be using the newly developed KGB ELECTRONIC SURVEILLANCE INTERFACE (for detailed instructions on use see the memo from Sergeant Guzenko) in conjunction with one of the computer models listed on the following page.



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SYSTEM REQUIREMENTS

Note: The software is currently being converted to run on the Commodore Amiga computer. If your version of the software is compatible with this machine you should consult the separate memo enclosed with the software for system configuration and loading instructions.

IBM PC and compatibles - The software is not compatible with the 'Glorious Olga 35' PC as developed at the Lenin Smelting and Dredging Works (Computer & Tractor Division).

Required: IBM PC (and 100% compatibles) with 640k RAM High Density Floppy Disk Drive (3.5" or 5.25") or Hard Drive VGA 256 colour graphics

Supports: Ad-lib, Sound Blaster, Roland MT32/LAPC-1 (no PC speaker sound), EMS/KMS, Microsoft compatible mouse and driver.

Recommended: Mouse, Hard Drive, Sound card.

LOADING/INSTALLING YOUR KGB ELECTRONIC SURVEILLANCE INTERFACE SOFTWARE.

Assuming that you already have the correct personal computer, as issued by the Central Committee, you may take careful note of the following orders:

IBM PC (and 100% Compatibles)

playing from floppy disk:

Simply boot up your machine as normal, and insert the first of your disks (Disk 1, Comrade) into your floppy disk drive. This drive is also designated by the Party as 'Drive A:', though you may wish to call it 'Drive B:'. If so, substitute where appropriate, as permitted under Party Rules.

Having inserted Disk 1 into your drive, simply type 'KGB' and press RETURN. The game will load automatically, the credits and introduction will be displayed and you will be prompted to change disks at the appropriate time. (You can skip through the credits by pressing ESC and through the intro with a second ESC).

Installing to PC Hard Drive:

If you wish to install to a hard drive, boot up the machine and insert Disk 1 into Drive A:, and, at the DOS prompt, type 'A:'



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At the A> prompt, type 'INSTALL (RETURN)', and the KGB installation screen will be displayed.

The first option 'INSTALL KGB ON YOUR HARD DRIVE' will be highlighted. Press RETURN and the program will list the default drive that it will install to (C:\KGB). Press RETURN to accept or edit to suit your requirements.

Once installation has started you will be prompted to change disks as required. When the copying is completed the installation screen will again be displayed and 'AUTOMATIC CONFIGURATION' will be highlighted. Press RETURN and it will detect the language, control method and soundcard used in your machine and configure the game accordingly.

Note: If you should wish to change your game configuration after you have installed, enter the \KGB sub-directory and simply type 'install'. The configuration screen will reappear and you can make changes on your hard disk by selecting 'CHANGE LANGUAGE AND CONFIGURATION'.

Once installation and configuration are complete you can play the game by going to the \KGB directory and typing KGB (RETURN). The game will load automatically, the credits and introduction will be displayed which will lead into the main game. (You can skip through the credits by pressing ESC and through the intro with a second ESC).



CONFIDENTIAL MEMO

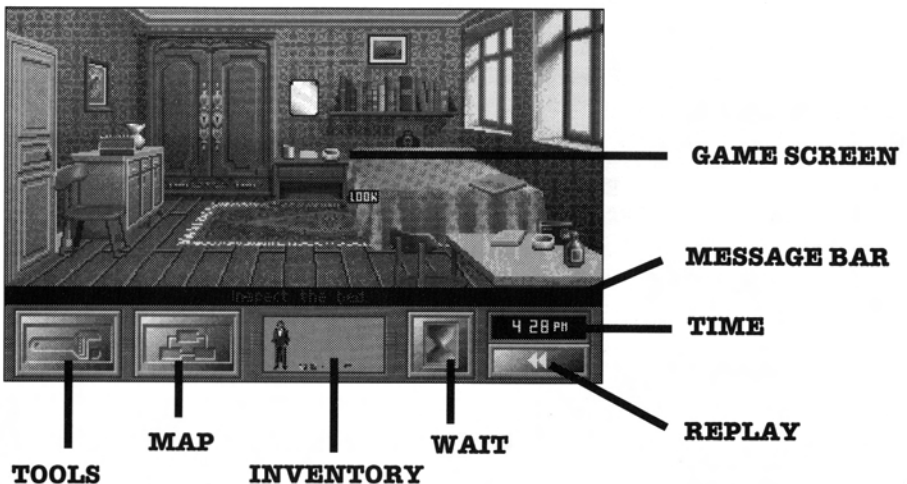


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Dept DLY

MEMO TO: ALL FIELD OPERATIVES
ORIGINATOR: SERGEANT GUZENKO
DATE: 10th JULY 1991
USING YOUR KGB ELECTRONIC SURVEILLANCE INTERFACE

The instructions below are a detailed account of how to use your electronic surveillance equipment, coupled with advice on how to carry out your mission according to KGB directives. Study this document well!

USING THE INTERFACE



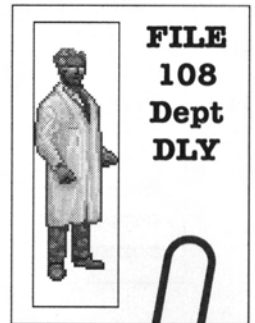
NB: All references below are to MOUSE control. For corresponding JOYSTICK or KEYBOARD controls, consult the section 'SUMMARY OF CONTROLS'.

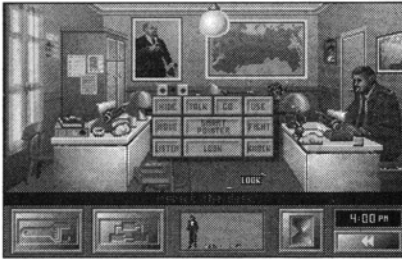


GAME SCREEN

This is the main Game Screen, where most of your investigation will be carried out. To perform an action you simply point the cursor at the person or object you wish to interact with and click the **LEFT MOUSE BUTTON**. At the start of your mission the cursor will be in **'SMART POINTER MODE'**. Developed by the top KGB scientists this system automatically changes the cursor to show the most likely action to be performed. (Example - Point at a telephone and the cursor changes to **'LOOK'**. Click the **LEFT MOUSE BUTTON** and you will be told the number of the phone. Click the **LEFT MOUSE BUTTON** again to clear the text and you will see that if you point at the phone the cursor is now a **'USE'** icon as this is now the most likely use for the phone).

There are a total of ten different actions that can be performed (See **'THE ACTION POINTER BOX'** below). Should you wish to perform a different action to the one selected by the **SMART POINTER** (Say you want to look at the telephone a second time as you forgot to write down the number) you can do this by pressing the **RIGHT MOUSE BUTTON**. This will bring up the **ACTION POINTER BOX**.





THE ACTION POINTER BOX

Pressing the **RIGHT MOUSE BUTTON** brings up the **ACTION POINTER BOX**. This allows you to customise your cursor to carry out any of the actions listed below - so that you can go around Looking at everything, Fighting everyone, or doing whatever you want to do.

To select an option, click the **LEFT MOUSE BUTTON** on your choice, and the box automatically closes. If, having opened the Pointer Box, you decide to keep the same pointer, just click the **RIGHT MOUSE BUTTON**.

The ten options available are as follows:

HIDE: Choose this option if you want to hide somewhere in the current location. You must find a suitable place to conceal yourself!

TALK: Initiates a discussion with people you meet to gain information. (See note on **TALKING TO CHARACTERS** below).

GO: Exit a location by using this option on a door.

USE: Choose this to use the phone or any other machine or device which cannot be taken as an object.

FIGHT: This is often a last resort option, and is not always a wise choice.

KNOCK: As you might expect, you can knock on doors with this. Decide for yourself whether it is wise to do so...

LOOK: At someone or something to get information.

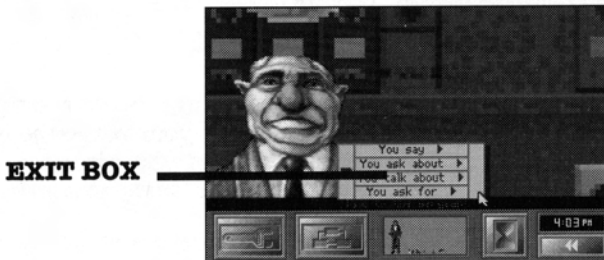
LISTEN: Doors are not just made for going through!

MOVE: Use this to drag dead or unconscious people around.

SMART POINTER: Select this to return to **SMART POINTER** mode.

TALKING TO CHARACTERS

It is inevitable that the people you encounter during the course of your investigations will either want to talk to you, or you'll want to interrogate them. When you initiate a conversation by clicking on a character with the **TALK** cursor you will be presented with a menu of speech options.



Selecting from one of these options by clicking with the **LEFT MOUSE BUTTON** will present you with a choice of statements or questions you can employ. Remember time is precious and should not be wasted in idle chatter so you can end a conversation by clicking on the exit box (shown above) with the **LEFT MOUSE BUTTON** or by simply clicking the **RIGHT MOUSE BUTTON**.

If another character initiates a conversation you will be presented with a list of responses: consider them wisely, since your interviewing skills could mean the difference between success and failure. As above click on the **LEFT MOUSE BUTTON** to select your response, and on the **RIGHT MOUSE BUTTON** to discontinue your conversation.

At all times, maintain your dignity wherever possible. And remember your military training: pay attention to the gestures and look of a person, and always feel your superiority over your enemy. Do not resort to torture.

THE MESSAGE BAR

As you examine objects and people in a room or location, you won't always be able to carry out a desired action. (For example, you can't Fight a filing cabinet). This Message Bar tells you which actions you can perform. Click on the **LEFT MOUSE BUTTON** to carry out the action.

TOOLS



Clicking the **LEFT MOUSE BUTTON** on this box will bring up a series of options for your investigations, as follows:

RESTART GAME: Start your investigations again from the very beginning. Not advisable if you are seeking promotion within the Department.

RESTART CHAPTER: Start your investigations from the beginning of the current Chapter. Though Vovlov may frown at this, you may sometimes have no other choice.

SAVE GAME: There are four save game slots available. Once you have saved a game, you will also have the option to **LOAD GAME**.

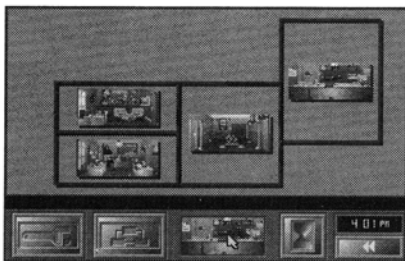
OPTIONS: This allows you to make a number of technical decisions, including the option of using a printer, a 12- or 24-hour clock display, the choice of music on/off, text speed (manual, slow, medium or fast), and Pointer speed (slow, medium or fast).

QUIT: You will be asked to confirm your decision. The Party does not look lightly on those who quit through frustration or cowardice; but you are, naturally, allowed to sleep once in a while.



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MAP



This shows you a layout of your current location, with places visited so far. Click on the small, centre-bottom window to return to the main Game Screen.

WAIT

This advances the time by 30 minutes (useful when you are on one of those all night stake-outs). Time will resume its normal progress if anyone appears.

TIME

Displays the current time in 12-hour or 24-hour clock format. Be careful, but be quick!

REPLAY

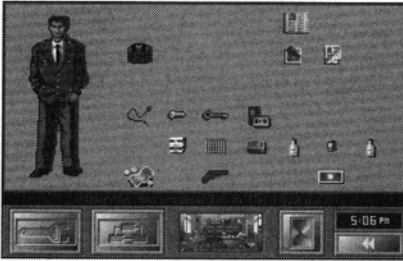
Clicking the **LEFT MOUSE BUTTON** on this box brings up a couple of commands: rewind and fast-forward. Use this to rewind the action to any recent point in the current chapter - This can be used to check details of a conversation in order to ensure that your notes are correct and fully detailed.

Remember the KGB's own advice on the Duties of Political Investigators: keep your notebooks and workbooks with great accuracy, preferably in a coded form which only you can understand. Destroy all useless material.



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INVENTORY SCREEN



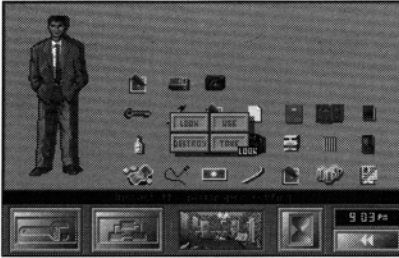
When you click on this box, you are presented with your inventory (and the main Game Screen is miniaturised in the small, centre-bottom window). The Inventory Screen allows you to see and manipulate the objects you have acquired during play. It also shows a computer representation of yourself on the left, indicating the outfit you are currently wearing. (This can be vital knowledge if you are intending to explore in the relative safety of civilian clothes).

You can manipulate the items in your inventory using the **OBJECT POINTER BOX**, accessed by clicking on the **RIGHT MOUSE BUTTON**:



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OBJECT POINTER BOX



These four options give you a good deal of control over your inventory. Click on the **LEFT MOUSE BUTTON** to select:

USE: This allows you to use an object which needs no other command to make it work. However, bear in mind that you usually have to Take an item before you can Use it.

DESTROY: Select this option and then select the object you wish to destroy. Think carefully before doing so!

LOOK: Select this option to discover, in more detail, exactly what your objects are.

TAKE: Click on this option, then on the item you wish to manipulate. Having Taken an object, you can then:

- * Drag it onto another object (so using one object on another).
- * Drag it onto the picture of Rukov (so using it on yourself).
- * Or you can click on the small, centre-bottom window to switch back to the main Game Screen. The Action Pointer (normally a word), now takes the form of the object you have selected. Just move the object to the person/other object you want to use it on, then click the **LEFT MOUSE BUTTON**. You can, in fact, try to use the item on any of the screen's 'hot spots' - though not always with favourable results.
- * To give money to somebody, for example, first click on the small, centre-bottom window to access the Inventory Screen. Then click on the right mouse button and select the TAKE option with the left button. Next, click on the money. Then click on the small, centre-bottom window again; the Inventory Screen is replaced by the main Game Screen. Finally, click on the person to whom you want to give the money.

ADDITIONAL CONTROLS

PAUSE - Press **P** to pause the investigation at any time.



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BACKTRACK OPTION

If, as sometimes happens, you are ejected from the game, you are offered the option of 'backtracking'. Making use of this option will put you back in the game, but at a point several actions before your ejection. Do not worry unduly if this happens: all agents must, at some time, experience failure. However, should it happen too often, you may find yourself contributing to the next generation of engineering feats in a labour camp!

SUMMARY OF CONTROLS

MOUSE

- Move cursor to desired location on screen and click **LEFT MOUSE BUTTON** to perform an action such as picking up an object or talking to someone.
- Click **RIGHT MOUSE BUTTON** to call up the **ACTION POINTER BOX** on the Main Game Screen or the **OBJECT POINTER BOX** on the Inventory Screen.
- You also use the **RIGHT MOUSE BUTTON** to stop talking to people and to ignore objects you find.

KEYS

CURSOR KEYS: Move to the desired location on screen and press **RETURN** to perform an action such as picking up an object or talking to someone. When moving the pointer with the cursor keys the program moves automatically to the next 'hot spot', so you don't have to aim precisely.

ESC: Brings up the **ACTION POINTER BOX** on the Main Game Screen or the **OBJECT POINTER BOX** on the Inventory Screen.

- You also use the **ESCAPE KEY** to stop talking to people and to ignore objects you find.

JOYSTICK

- Move cursor to desired location on screen and click **BUTTON 1** to perform an action such as picking up an object or talking to someone. When moving the pointer with the cursor keys the program moves automatically to the next 'hot spot', so you don't have to aim precisely.

- Click **BUTTON 2** to call up the **ACTION POINTER BOX** on the Main Game Screen or the **OBJECT POINTER BOX** on the Inventory Screen.

- You also use the **BUTTON 2** to stop talking to people and to ignore objects you find.



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CONFIDENTIAL MEMO

MEMO TO: CAPT. MAKSIM RUKOV
ORIGINATOR: MAJOR VOVLOV
DATE: 14th AUGUST 1991
KGB HISTORY AND PRACTICES

Comrade Rukov,

I have prepared the following document solely for your reference: once you have memorised its contents, I advise that you destroy it.

If you are to be successful in your investigation of corruption within the KGB, it is essential that you have a broad knowledge of its past and present workings. The KGB is, by its nature, a clandestine organisation ill-suited to the goals of glasnost, or openness. Secrecy is its strength and its danger, and it will be your task to find out as much information as you can.

The history and practices I have detailed below will show you that, despite our President's drive towards greater openness, much of our own political police force still needs careful scrutiny.





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THE HISTORY AND PRACTICES OF THE KGB

1. ORIGINS

There has been a major political police force in Russia and the Soviet Union for over a century. Following the assassination of Tsar Alexander, the government created the Okhrana to counteract the anti-monarchist groups - and 'for the protection of public security and order'. This organisation relied on paid informers and terror, and had a reputation for beating confessions out of people. Elements of this old group continued to work for the government until 1920, and some of their methods have extended far beyond.

Current responsibilities of the political police include security at nuclear installations, borders, weapons targets and, generally, all politically sensitive sites. All of the groups below have consistently proved the truth of Lenin and Stalin's doctrines: that any crime can be justified if it serves the working class. This has been the cause of much terrorism of innocents.

Their methods of torture have been abhorrent. Weapons included fists, rubber hoses and truncheons, belts, boots, sacks filled with sand or iron, drugs, racks, bottles and hot-plates. Read the following carefully, if you need further motivation for your mission.

1917-22: CHEKA

Following our glorious revolution, Lenin employed Felix Dzerzhinsky to combat his opponents, and to organise a political intelligence force known as the 'Special Commission for the Struggle against Counter-Revolution', or Cheka. In March 1918, it was transferred to Moscow, and by November its powers had been restricted - the organisation until that date had been responsible for the 'Red Terror', administered by three-man tribunals. Between 1917 and 1921 the number of operatives increased from 100 to more than 30,000, mostly made up of informers and guards, often from nationalities and cultures which had no sympathy for their prisoners.

1919: GRU

This acted as an antidote to the Cheka's power, and was established by Trotsky, then the Commissar for the army. It was created as a department of the Red Army General Staff, and was christened the 'Chief Intelligence Administration' (GRU). Its first chief, General Jan Berzin, was executed in the 1937 purge. The GRU was itself spied upon by the Cheka's foreign department, the INO.

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1922-34: GPU/OGPU

The Cheka was abolished in 1922 and replaced by the State Political Administration, the GPU, under the control of the People's Commissariat for Internal Affairs, the NKVD (see below). Dzerzhinsky headed both, and renamed the GPU the OGPU in November 1923. Menzhinsky succeeded Dzerzhinsky on his death in 1926, and restructured the foreign intelligence and spy networks, including the reinforcement of the NKVD's General Section for Terror and Diversion, SMERSH. Between 1929 and 1940, 23 million people died by Stalin's orders.

(I hope you are paying attention, Rukov. I may not be the only one who wishes to test your knowledge in the future).

1934-43: NKVD

In 1934 the functions of the OGPU were fully absorbed by its parent organisation, the NKVD. The power of this new organisation grew to encompass paramilitary and armoured units, ready to crush the first signs of resistance. Labour camps, in use since 1919 to punish offenders, were reorganised under Gulag; and, following the assassination of Kirov in December 1934, Stalin decreed that the NKVD could impose sentences of imprisonment or death as soon as their tribunals found a person guilty. Purges had been running out of control, even though the policy of mass arrests was halted in 1938 by Lavrenti Beria.

1943-46: NKGB

Beria's ultimate reward was to reorganise the political police into the NKGB: the People's Commissariat for State Security. The NKVD continued to administer the labour camps, but the NKGB was now responsible for seeking out unreliable elements in society. Beria, incidentally, allegedly dedicated his life to executions, torture, and sex with virgins and children. He died in 1953.

1946-53: MGB

All of the 'People's Commissariats' were eventually replaced by Ministries, and this is how the MGB came about; similarly, the

NKVD became the MVD. The newly-formed Ministry of State Security existed for seven years until Beria's death - he was shot.

1954-PRESENT: KGB

In 1954 a restructuring took place which saw the MVD take responsibility for all criminal matters, and the MGB become the KGB: the 'Komitet Gosudarstvennoy Bezopasnosti', or Committee for State Security. The Communist Party Central Committee decreed that the Prosecutor General be placed in charge of all law enforcement in the USSR, accountable only to them. This was the beginning of the largest and most enduring political police organisation in our country.

The KGB headquarters, as you know, are based in the grandiose building on the aptly-named Dzerzhinsky Square. From here we control a vast organisation of over 200,000 troops, millions of informers, and over 23,000 uniformed border guards which, though they are part of the armed forces, are not supervised by the Ministry of Defence. Kryuchkov, our current chairman, is the first of the liberals, having allocated time and effort to public relations, including a film which detailed the work of the KGB. Naturally, most of its work in the past 37 years has been clandestine, and only two years ago we were unable to supply the Congress of People's Deputies with our budget details. Nonetheless we are able to offer you a brief history of our current organisation through its chairmen. They are detailed below:

2. THE KGB LEADERSHIP

There have been seven leaders of the KGB in its present form: make it your business to know each of them as intimately as their brief biographies, below, reveal. It will not appear well if you are talking with your colleagues and superiors, and you do not immediately understand their jokes about, and references to, former heads of the political police! Vigilance at all times!



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1954-58: SEROV

Ivan A. Serov headed the KGB following Beria's killing and Stalin's death. His record was a tough one: rumour had it that he was responsible for the Katyn Forest Massacre back in 1940, and he was in charge of the ethnic cleansing of the Crimean Tatars in 1943-44. He had a long record of abuse of power and crime, but was devoted to the government. His brutal past caught up with him in 1968, when he was replaced by Shelepin.

1958-61: SHELEPIN

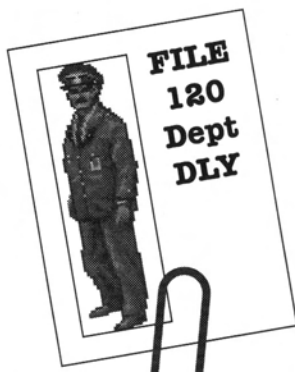
Aleksandr N. Shelepin's reign lasted a mere three years, but only because his promotion was rapid. He had a knack of speaking out at the right time, denouncing Stalin's atrocities at the 22nd Party Congress. After the KGB post he became Central Committee Secretary, a member of the Politburo and deputy Chairman of the Council of Ministers. His career, however, ended in disappointment: following a defection, he was demoted to a job handling the trade unions. This is a lesson for us all!

1961-67: SEMICHASTNY

Little is known about Semichastny's leadership other than its length and his origins. His background was typical, rising through the Party ranks from the Komsomol (the Leninist Youth Organisation, founded in 1918), but he only lasted until 1967, when the powerful Yuri Andropov took charge.

1967-82: ANDROPOV

The man who was, however briefly, to become General Secretary of the Communist Party in 1982, was also the longest-serving head of the KGB. He, too, had a background in the Komsomol, and rose through the ranks to the Politburo Central Committee in 1967, becoming KGB Chairman in that year. He made his reputation by attacking bureaucracy in a speech in 1976, but his end was not so glorious. He had the director of a Moscow food store executed in 1984, and two months later he died of kidney failure.



1982 (MAY): FEDORCHUK

Fedorchuk's reign is marked only by its brevity. Comrade Rukov, remember that the fall from power can be just as rapid as the rise to it!

1982-88: CHEBRIKOV

This Ukrainian security officer was already established in the KGB in 1967, but did not become leader until 15 years later. He became a full member of the Politburo in 1985, and openly criticised Gorbachev's policy of glasnost in 1987. As a result, following the 1988 Party Conference, he was shifted to a commission on legal reform, and in September 1989 was dropped from the Politburo altogether. Such is the fate of those not in line with current thought!

1988-PRESENT: KRYUCHKOV

Vladimir Kryuchkov's training as a diplomat has served him well in the modern KGB, with its policy of greater openness. He was brought into the organisation on Andropov's succession in 1967, and he rose to become head of all KGB foreign activities by 1978. He is well known for his courtesy and culture, having been the first KGB head to receive the US ambassador in his office and even appearing in a film showing the modern KGB. He became a full member of the Politburo, on Gorbachev's instructions, in September, 1989.

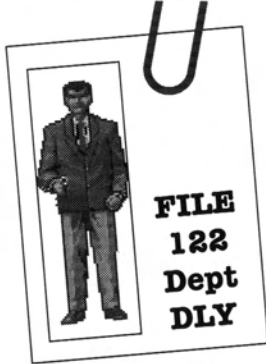
3. STRUCTURE

Comrade Rukov, bear in mind that you are a very long way down the chain of command! Department P is but a single part of the Departments and Services section of the Chief Directorate. This, in turn, is answerable to the head of the KGB which, in its turn, is answerable to the Politburo. The Politburo is, in effect, only answerable to the President himself!

However, because of its political importance the KGB is still an unwaveringly secretive organisation. Be careful in your methods and inquiries! Be polite with potential suspects unless methods of



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Dept DLY



last resort are called for! Do not liquidate suspects without asking questions first! Your punishment could be worse than demotion - it could be the labour camps! If you do not already take this threat seriously, let me enlighten you:

4. A NOTE ON CAMPS

Camps were first established in 1918, under the guidance of Lenin and Trotsky. Their initial aim was to hold potential enemies of the new state, but they quickly became places where corrective treatment was applied against all offenders. This treatment usually took the form of enforced labour which gave rise to many great engineering feats, such as the White Sea-Baltic canal, the Moscow-Volga canal, the Baikal-Amur railway and one in ten of the electrical power stations. They even built whole towns in the remote areas of our great country!

The purges of the 1930s saw the old government officials added to the list of prisoners they, themselves, had helped to imprison, but the biggest purge of all - Stalin's infamous 1936 crackdown - saw millions in the camps. The severity of the imprisonment varied, from the katorga, hard labour prisons where few survived, to the milder enclosures where people could still carry out important, supervised government work.

These camps do not exist to the same terrible degree as they once did - but with a change of government and a re-introduction of hardline policies, who knows? Do not take your task lightly!

TOP SECRET!



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Dept DLY

MEMO TO: CAPT. MAKSIM RUKOV
ORIGINATOR: MAJOR VOVLOV
DATE: 14th AUGUST 1991
DETAILS: THE CURRENT CRISIS
AND GORBACHEV'S ROLE

Comrade Rukov,

When you were informed of your transferal to Department P, you were given little information about why you were being moved. It is not my intention here to state those reasons categorically, nor do I claim to know the whole story myself; however, I understand that much of the need for an investigation stems from current political tensions within the KGB itself.

In every organisation there are Hawks and Doves. This is necessary to generate progress and compromise. However, the current situation demands that both sides be investigated with equal thoroughness. People are not always what they claim to be.

To help you sort the masks from their wearers, I have prepared a brief history of Gorbachev's rule and the tensions it has created within our society. You should know most of this information already, but assembling it in one document will give you a better view of its overall impact on our Organisation.

BIOGRAPHICAL PROFILE: GORBACHEV, M. S.
RE: INFLUENCE ON SOVIET
SOCIETY

BACKGROUND:

Gorbachev was born in the village of Privolnoye in 1931, in a district which lost one-third of its population due to an artificially-created famine in 1932. After working at the local collective farm, he studied Law at Moscow State University. By



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1960, he had risen within the ranks of the Komsomol organisation to become its First Secretary.

In 1971, after many years in the Communist Party organisation, he was elected a full member of the Central Committee, and soon became Secretary for Agriculture. He caught the eye of Yuri Andropov, then head of the KGB, and was set to work to deal with the complex problems of agriculture. By 1980 he had been made a full member of the Politburo. Despite barely adequate harvests in 1981 and 1982, Brezhnev's death deflected criticism away from him.

By March 1983, Andropov had become General Secretary and Gorbachev was widely recognised as his main aide. By February 1984 the reforming Andropov was dead, and the frail Chernenko took temporary charge, cracking down on dissidents and reversing some of the reforms of his predecessor.

On December 10, 1984, at an ideology conference in Moscow, Gorbachev used the word 'glasnost' for the first time, to outline the conditions which should be associated with socialist democracy.

PRESIDENCY:

At the beginning of 1985, the weak Chernenko died, and in March Gorbachev was elected General Secretary of the Communist Party. He inherited a cripplingly poor economic situation, low standard of living and high infant mortality - and he saw the way forward as a combination of perestroika (restructuring the Party and the economy), and glasnost (political and cultural openness). This is a record of his achievements in office:

1985

March: Became head of the Communist Party. At 54, he was the youngest member of the Politburo.

April: Announced a ten-month freeze on medium-range nuclear missiles aimed at Europe.

November: Discussed global issues with President Reagan at the Geneva Summit.

1986

January: Gorbachev and Reagan exchange New Year's greetings. Gorbachev proposes a 15-year timetable to eliminate all nuclear weapons.

February: Having used his first year in office to remove hundreds of corrupt officials, Gorbachev publicly attacks Leonid Brezhnev for 'years of stagnation' in Soviet society.

October: The Reykjavik Summit with President Reagan flounders over arguments about the US's Strategic Defence Initiative, or 'Star Wars'.

December: Frees Andrei Sakharov, the father of Soviet dissidency, from exile in Gorky.

1987

January: Gorbachev calls for greater democracy in the Communist Party. Opposition is anticipated.

February: He pardons 14 dissidents.

March: Meets UK Prime Minister Thatcher for disarmament talks.

April: Offers to remove all short-range nuclear missiles from Eastern Europe.

November: Sacks Moscow's Communist Party boss, Boris Yeltsin, who had criticised his reforms.

December: Signs Disarmament Treaty at Washington.

1988

January: After agreeing to the Soviet participation in the Seoul Olympics, Gorbachev stages a meeting with former dissident Andrei Sakharov.

February: Nominated for the Nobel Peace Prize. In a move to pacify the Conservatives, he sacks Yeltsin from the Politburo. Armenia hints at civil war.

April: Promises greater religious freedom.

May: Admits that his perestroika programme is receiving opposition from Communist Party bureaucrats. He is visited by President Reagan in Moscow.

June: Glasnost is put on trial at the Party Congress. The Armenian crisis grows.

July: Proposes the scrapping of US and Soviet bases in the Pacific.

September: Sacks Conservatives, including Chebrikov, the KGB Chief.

October: Gorbachev is nominally appointed President.

November: Unrest in the Baltic Republics.

December: Slashes Red Army troop numbers by 500,000.



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1989

January: Challenges Communist Party's right to rule. Promises to reduce military budget.

April: Purges the Communist Party, removing the aged Gromyko and 109 others. Visits Britain and invites the Queen to the Soviet Union.

May: Visits China, but is upstaged by Beijing protesters. Boris Yeltsin is elected to Supreme Soviet. Gorbachev is officially elected President.

June: Ethnic violence erupts in Uzbekistan.

July: Gorbachev announces that he will not tolerate separatism. Tens of thousands demonstrate in support of striking miners. The newspaper Pravda attacks Gorbachev's reforms.

August: Russian workers in Estonia strike over electoral reform. Separatist protest increases.

October: Calls for more reforms in East Germany, where protests against the government begin, and continue until the fall of Communism.

November: Refuses to drop the Communist Party's 'leading role'. The Superpowers declare the end of the Cold War.

December: Threatens to quit over opposition to his reforms.

1990

January: Soviet republics face growing unrest, particularly in the Baltic states.

February: Gorbachev denies that he is stepping down as head of the Communist Party, and issues a radical democratisation programme for the organisation.

March: Parliament votes for a multi-party system. Gorbachev becomes elective President, and warns Lithuania against independence.

May: Crowds humiliate the President by jeering at him at the annual May Day parade. Boris Yeltsin is elected President of Russia.

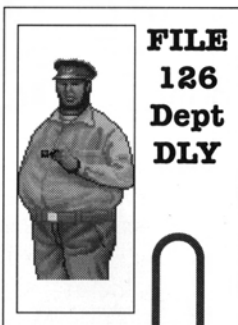
July: Yeltsin resigns from the Communist Party, as Gorbachev fights off the Conservatives at the 28th Congress of the Communist Party.

August: Calls for a political settlement in the Gulf War.

September: Backs UN action in the Gulf.

October: Courts sentence an anti-semitic to two years' hard labour. The Supreme Soviet endorses the introduction of a market economy.

November: Rumours of a military coup fail to materialise. Instead, Gorbachev wins increased powers. The police, the KGB and the army are given greater say in government.



December: Gorbachev wins a vote of confidence, but his old ally, Eduard Shevardnadze, resigns - accusing him of dictatorship.

1991

January: Military crackdown in Lithuania, condemned by the West, fails. A crowd of 100,000 people, headed by Boris Yeltsin, protests outside the Kremlin against the violence. It is the biggest anti-Gorbachev protest seen in Russia.

February: Lithuania votes itself independent of the USSR. Yeltsin calls for Gorbachev's resignation. There are more demonstrations against the President.

March: A referendum approves Gorbachev's plans for a looser federation of Soviet republics. A crowd of over 100,000 defy a ban to support Boris Yeltsin in Moscow.

April: Georgia declares itself independent. Gorbachev and Yeltsin agree a timetable for the first popular elections of the Presidency. Shevardnadze warns of the increased threat of a hardline coup.

May: Gorbachev relinquishes central control of the coal industry.

June: Withdraws troops from Hungary. Valentin Pavlov, the prime minister, demands restoration of powers stripped by Gorbachev.

July: Shevardnadze leaves the Communist Party and promises to form an alternative democratic movement. The meeting of the leading industrial nations in London agrees limited financial help for Soviet reforms.

August: Gorbachev agrees to cut nuclear arsenals by a third - immediately. Alexander Yakolev, the architect of glasnost, resigns from the Communist Party because of 'pressure'.

CONCLUSIONS:

It can be seen from this record, Comrade, that our President has conflicting relationships at home and abroad, and that his position within the Soviet Union is becoming increasingly unstable. Different factions are all vying for power - from extreme 'laissez-faire' capitalists, through social democrats, nationalists and religious groups, to die-hard Stalinists.

His bold and decisive actions abroad have made him very popular. His military cuts, ceasefire in Afghanistan and rapport with world leaders has won warm approval. At home, his revolutionary changes have won praise and criticism in equal measure. Conservatives alarmed at the possible disintegration of everything they value have spoke up against the speed of change with increasing frankness; radicals have complained because the progress is not rapid enough.

It is against this background that you have to make your investigations. Trust no one!



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CONFIDENTIAL MEMO

MEMO TO: CAPT. MAKSIM RUKOV
ORIGINATOR: MAJOR VOVLOV
DATE: 14th AUGUST 1991
OTHER AGENTS INVOLVED IN THE PROJECT

*Comrade Rukov,
The following individuals have all contributed to this project, some of them with their lives. You may know them better by their codenames, and it is these which I have given you first. Remember them well! Without their efforts your mission would truly have been impossible!*

For Gryo

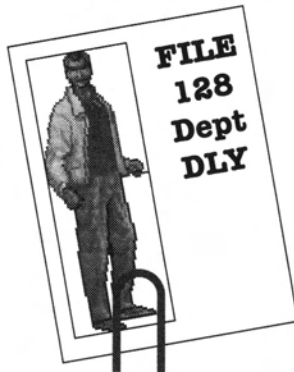
'The Producer':
'The Designer':
'The Director':
'The Background Graphic artist':
'The Character Graphic artist':
'The Animator':
'The Character Animator':
'The Music Man':
'The Sound Man':

Jean Martial Lefranc
Johan Robson
Yves Lamoureux
Michel Rho
Didier Bouchon
Sohor Ty
Patrick Dublanchet
Stephane Picq
Remi Herbulot

For Virgin Games

'The Producer':
'The American Producer':

Daniel Marchant
Robb Alvey

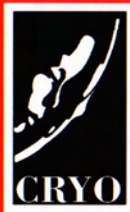




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'Tester Three':	Darren Lloyd
'Tester Four':	Justin Norr
'Tester Five':	Michael S. Glosecki
'Tester Six':	Danny Lewis
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'The Three Marketeers':	Matt Walker
	Patsy Chapman
	Caroline Stokes
'The Builder':	Rosemarie Dalton
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'The Translator' (other languages):	Polylang
'The Pack Designer':	Mick Lowe Design

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