

*User Guide to*

# THE FOURTH PROTOCOL



# THE GAME

© Frederick Forsyth 1984, 1985

Game design © John Lamshead and Gordon Paterson, 1985

Programming © Electronic Pencil Company Ltd, 1985

Music © David Dunn, 1985

Published by Hutchinson Computer Publishing Ltd,  
17-21 Conway Street, London W1P 6JD

Manufactured in Great Britain by Cosprint Ltd.

All rights reserved. The contents of this package are copyright and may not be duplicated in any form by mechanical, lithographic, photographic, electronic or other means.

THE FOURTH PROTOCOL: The Game © Hutchinson Computer Publishing Ltd

The Electronic Pencil Company comprises Rupert Bowater and Benni Notarianni.  
Programming, graphics and icon system developed by EPC.

Electronic Pencil Company would like to acknowledge the following:

John Gibbons – programming C64 third load

Dave Jones – programming Spectrum third load

Ray Owen – graphics Spectrum third load

Andrew Glaister – program conversion Spectrum loads one and two

Finally, a special thanks to Paul Norris

# **Users' guide to THE FOURTH PROTOCOL: The Game**

## **The Plot**

In a remote dacha at Usovo outside Moscow, the General Secretary of the Central Committee of the Soviet Union and British traitor, Kim Philby, plot the most audacious offensive of the Cold War – *Plan Aurora*.

## **The Aim**

To destabilize a vital nation of the Western Alliance, forcing the disintegration of NATO and allowing a Soviet take-over of Western Europe.

## **The Method**

The Fourth Protocol is to be breached by smuggling a nuclear device into the United Kingdom and exploding it just before the 1987 General Election. A KGB disinformation programme will ensure that the nuclear disaster is blamed on an American military installation in the UK.

## **The Result**

The election of a hard left government committed to withdrawal from NATO and the establishment of a totalitarian state in the UK.

## **Your role**

You are John Preston, MI5 investigator. You must uncover and stop *Plan Aurora*. But remember, time is short and the day of destruction looms.

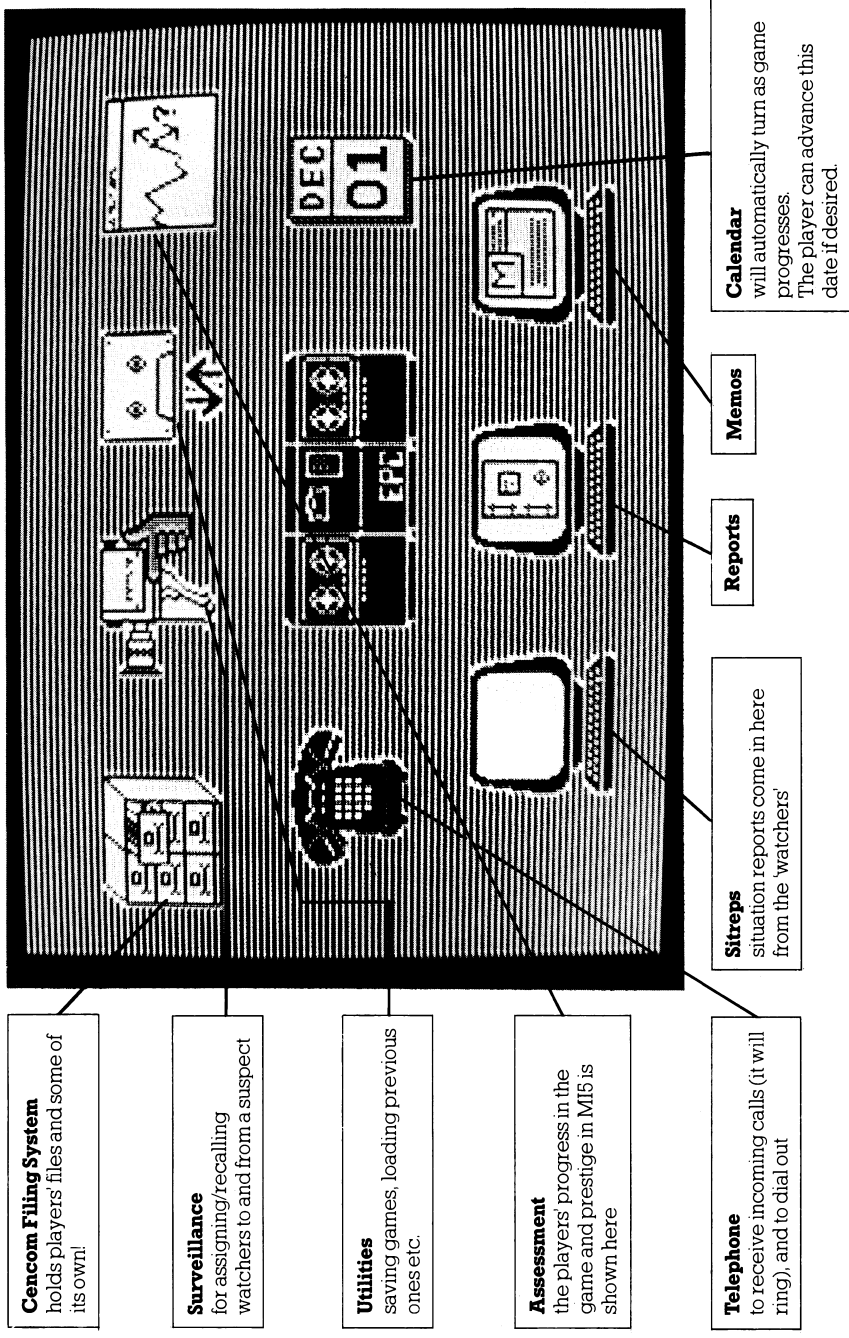
## **The Fourth Protocol**

On 1 July 1968, the Nuclear Non-Proliferation Treaty was signed by the (then) three nuclear powers – Britain, the USA and the USSR. Publicly, the Treaty forbade any of the three nations to pass on nuclear weapon technology to a non-signatory nation. In addition, there were four secret protocols to the Treaty. The Fourth forbade any signatory country to introduce on to another's territory a nuclear device in assembled or unassembled form by covert means for detonation in, say, a rented house or flat in the heart of a city. In nearly twenty years no nation has dared to break the Fourth Protocol – until now.

## **The Fourth Protocol: The Game**

There are three independent programs in this game – *The NATO Documents*, *The Bomb* and *The SAS Assault*. Although each game load is separate, secret codes are given to the player when programs one and two are successfully solved. These code words allow entry to the next part of the overall game. So the programs must be solved in order.

# The NATO Documents (Game 1) – the main Cencom menu



## Commodore 64

The hand is moved by the space bar (clockwise) and the up/down cursor key (anti-clockwise).

## Spectrum

The hand is moved clockwise by any small key on the left hand side of the keyboard and anti-clockwise by any small key on the right.

# Game One: THE NATO DOCUMENTS

The first game load is called *The NATO Documents*. Even as you, John Preston, take up your post as the new head of Section CI(A), a burglary is taking place at a flat somewhere in England. The burglar steals the famous Glen Diamonds, but he also finds some secret NATO documents. He alerts the MOD Mandarins by sending them the documents anonymously. The Paragon Committee decides that John Preston's most important task is to find out who is leaking secrets, to whom they are being leaked and why. However, you will not be able to devote your time exclusively to this task, since many other events will be unfolding in the intelligence community which will demand your attention.

*The NATO Documents* is an adventure/strategy game which uses a unique icon driven control system (see illustration). This makes the game very user-friendly, and suitable for both beginners and old hands of sophisticated computer games. The heart of the game is the Cencom display (see illustration) which allows access to memos, reports, situation reports ('sitreps'), files, telephone calls, surveillance, assessment and utilities. It also shows the date. A channel is chosen by moving the 'hand' on the space bar and up/down cursor key (C64)/any left or right hand side key (Spectrum) over the relevant icon and pressing return/enter. In most cases, this will call up a sub-menu of options.

Memos/Reports/Sitreps are 'information-in' channels. When information showing on the screen is accessed, the player is given the opportunity by using a sub-menu to 'read' the latest information, 'delete' from the screen, or 'file' it to make a permanent copy in the Cencom filing system. (The information will stay on the screen until it is deleted. New items will stack underneath it.) The Cencom icon takes the player back to the main Cencom menu.

The telephone will ring when someone is trying to contact you. If you do not answer promptly by accessing the 'telephone-in' icon, your caller may ring off. The telephone menu also has a 'hold call' icon which freezes the present call allowing you to peruse some other part of Cencom without losing the message. 'Telephone-out' allows the player to make calls – but you have to know which number you want! Somewhere in Cencom you will find your telephone number file.

Accessing files will allow you to 'read' a file in Cencom's memory (a file held at Blenheim can be released to Cencom by ringing Blenheim, but only by giving the correct code off the one time pads). You can 'catalogue' only your own personal files or 'delete' any of them.

The 'surveillance' icon will allow you to allocate watchers to a specific target and also to withdraw agents from a case.

The 'utility' icon gives access to an icon-driven menu which allows you to save the game, load an old game, continue the present game, or pause the game.

The 'assessment' icon shows your prestige rating at MI5 and your progress in solving the game. Your prestige will change with your fortunes and it has a tangible effect on the resources MI5 is prepared to allocate you. *Preston's Progress* tells you how much of the game you have solved.

Watchers are very important, since this is your main method for acquiring information out in the field. Watchers are always targetted on a person, and a surname is always used. For example, if you wanted to get field information on yourself, you would target watchers on PRESTON.

# Game Two: THE BOMB

In *The Bomb* you are directly on the trail of the nuclear device that has been smuggled into the country. Finding this is now the most important development in your career. But be careful! *Plan Aurora* involves tricky side issues. *The Bomb* is again an icon-driven adventure, but this time Preston is mostly out of his office.

The main screen displays seven icons. These are, reading anti-clockwise from the top left:

## 1 Assessment

This is similar to Game One, except that now there is only one rating – how you have progressed in your search for the nuke.

## 2 Manipulate

- Sub-menu**
- (i) take an object
  - (ii) get rid of an object
  - (iii) use an object in your possession
  - (iv) return to main menu

## 3 Communicate

- Sub-menu**
- (i) talk to someone
  - (ii) use a telephone
  - (iii) return to main menu

## 4 Move

- Sub-menu**
- (i) compass directions (with further sub-menu)
  - (ii) miscellaneous (e.g. enter/leave, take a taxi, etc.)
  - (iii) return to main menu

## 5 Wait

This is similar to the calendar in Game One and enables the player to move the game along when he or she wants to remain passive (e.g. when waiting for a train). Time passes in the game mainly in response to the player's input.

## 6 Look

- Sub-menu**
- (i) look around
  - (ii) examine (either objects in a room or in your possession)
  - (iii) inventory (list objects you are carrying)
  - (iv) return to main screen

## 7 Utilities

This operates exactly as the icon in Game One.

Movement of the 'hand' is as before. There are in addition two small text windows on the screen giving details of the player's location. The main icon menu remains consistent irrespective of your options. Options available to you will be highlighted.

# **Game Three: THE SAS ASSAULT**

## **Commodore 64 version**

You have located the bomb and broken into the building where it is hidden. You must defuse the device, using information you have picked up in the previous two games, while the battle between your SAS troops and the KGB agents rages around you. There isn't time to wait until the shooting stops. If the KGB agents discover you with the bomb, they will naturally try to hinder your progress! You are armed and the joystick (or cursor keys) will move the cross-hair of your gun around the room. You can fire by pressing the fire button or the control (CTRL) key. You type in your instructions for defusing the bomb in the form VERB, VERB-NOUN or VERB-ADJECTIVE-NOUNS. For example you might type 'open cabinet' or 'destroy geiger counter'.

## **Spectrum version**

You have now located the building where the bomb is hidden. Time is short. You must arm the six SAS troops under your command and direct the assault, eliminating the KGB agents in the building. If you are successful in this you must defuse the bomb, making use of information uncovered in the previous two games. You will receive more instructions on loading the tape. Above, all, remember that time ticks away!





# **MI5 INVESTIGATOR'S HANDBOOK**

**FOR YOUR  
EYES ONLY**

complete  
intelligence service  
glossary and 3 "one  
time" decoding pads

**Aldermaston** Britain's nuclear bomb factory and atomic research establishment.

**Apostles** An elite left-wing undergraduates club at Cambridge University in the thirties. A number of members went on to work in intelligence, some became traitors.

**ASIO (Australian Security Intelligence Organization)** Responsible for counter-espionage.

**ASIS (Australian Secret Intelligence Service)** Responsible for intelligence gathering.

**ASLEF (Associated Society of Locomotive Engineers & Firemen)** The train drivers' union.

**Barbican** A new sprawling civic and cultural centre in London.

**Beast** Nickname of General Van Der Berg who was head of BOSS.

**Blenheim** Building containing the vast archives of MI5. Accessible on a phone link via CENCOM.

**BOSS (Bureau of State Security)** The former South African security agency now replaced by NIS.

**Building Security** A Cabinet Office section charged with upgrading security in sensitive Government properties.

**'C'** Nickname for the Chief of MI6. The first Chief was Mansfield-Cummings hence 'C' (also hence 'M' in the James Bond stories).

**CI(A)** MI5 section responsible for the security of Government buildings.

**Cabinet** The Prime Minister and her senior ministers of the crown, i.e. the committee that runs the UK.

**Cabinet Office** Government department responsible for working directly for the Cabinet.

**Cabinet Secretary** The senior civil servant of the UK. The permanent non-political head of the Cabinet Office.

**Capstick, Bertie** Brigadier in charge of MoD security.

**CENCOM (Central Communications Computer)** Computer at MI5.

**Charles Street** The headquarters of MI5 in Charles St.

**Chequers** Official country residence of the PM in Buckinghamshire.

**Chief** The head of MI6 has the title 'Chief' not DG. Also used as a slang word indicating a superior officer.

**Chummy** Police jargon for a suspect. Also used by the intelligence services.

**CIA (Central Intelligence Agency)** American organization responsible for gathering intelligence abroad.

**CID (Criminal Investigation Department)** The plain-clothes police.

**Civil and Public Servants Association** Recognized Trade Union for the clerical grades in the Civil Service.

**Clearway** A fast road, where no stopping is allowed, but not up to motorway status.

**COBRA (Cabinet Office Briefing Room)** A safe room two floors below Whitehall.

**Codes** During WWII British intelligence agents used poem codes but both '5' and '6' have now switched to one time pads which are now *de rigueur* in intelligence circles.

**Computer Security** A Cabinet Office section charged with preventing the KGB or, more importantly, hackers from breaking into sensitive computer files.

**Coordinator of Intelligence** Chairman of the JIC.

**Cork Street** An MI5 building in Cork St.

**D6** Legal advice section for the Home Office.

**Defect** Intelligence jargon for an agent changing sides or shifting allegiance. Also called 'turning' an agent.

**Department of the Environment (DoE)** Large Government department responsible for town planning, buildings, parks and ancient monuments, etc.

**Department of Trade (DoT)** Government department responsible for trade, imports and exports, etc.

**Deputy Director General (DDG)** A rank in both MI5 and MI6 for heads of sections.

**DI (Detective Inspector)** A rank in the CID.

**Director General (DG)** The rank of the head of MI5.

**Economic and Trade Security Section** Section of the DoT concerned with the control of sales of sensitive commercial products to foreign powers.

**EEC (European Economic Community)** A European trading partnership of eleven nations.

**Emergency Telephone Number** 999 is dialed to summon the emergency services: fire, police, ambulance.

**Establishments (Estabs)** Personnel and administrative section of a Government department.

**False Flag** Where an agent is recruited to work for a specific country which he/she favours but is in fact duped since the information is passed to a third power which the agent does not support. In other words, the recruiter is operating under a 'false flag'.

**FBI (Federal Bureau of Investigation)** American national police force which has additional responsibilities for counter-intelligence.

**'5' (Five)** Intelligence nickname for MI5.

**Flannery, Sir Martin** Cabinet Secretary.

**Flat-foot** A policeman.

**Foreign Office (FO)** (More correctly Foreign & Commonwealth Office.) Government department responsible for foreign affairs, diplomacy, embassies and MI6.

**Forsyth, Frederick** Born in 1938, England. Highly successful author of political thrillers. Noted for the accuracy of his information. Possibly has contacts within the intelligence community.

**Fox, Allen** Senior CIA liaison officer in London.

**Freedom of Information Act** Britain doesn't have one.

**Friends** MI5 jargon for MI5 personnel.

**Funnies** Civil service jargon for the intelligence services and all pertaining to them.

**Garden Girls** The secretaries at No. 10 Downing Street (who work in a room facing a garden).

**GCHQ (Government Communications Headquarters)** The electronic espionage centre of the UK, based at Cheltenham, Gloucestershire.

**Glen Diamonds** Four diamonds brought back by the Earl of Margate from South Africa in 1905. They were stolen along with the NATO documents.

**Gordon Street** An MI5 building in Gordon St. Preston works here.

**Grades in the Civil Service** The mainstream administrative Civil Service has the following grade structure:

*Clerical grades:* Clerical Assistant (CA), Clerical Officer (CO).

*Executive grades:* Executive Officer (EO), Higher EO (HEO), Senior EO (SEO), Principal (P), Senior Principal (SP).

*Senior grades:* Assistant Secretary (AS), Under Secretary (US), Deputy Secretary

(DS), Permanent Secretary (PS), Cabinet Secretary (CS).

In addition there are a wide variety of 'specialist' grades and at the time of writing (1987) the whole system is under reorganization.

**Gun Calibres** A variety of calibres (measured in parts of an inch) are used for pistols by the security services. The larger the calibre the greater the stopping power of the weapon but the more difficult it is to control.

**Hacker** A home computer enthusiast who specializes in breaking into other people's home computers over the phone lines via a modem.

**Harcourt-Smith, Brian** DDG of MI5. An ambitious and rather spiteful man.

**Health and Safety Committees** All Government departments have H&S committees to monitor working conditions.

**Hemmings, Sir Bernard** DG of MI5. A very sick man, he has delegated much of his authority to Harcourt-Smith.

**Hollis, Sir Roger** DG of MI5 until 1965. A 1981 statement by the PM in the House of Commons stated that there was no evidence that he was a Soviet agent.

**Home Office** Government department covering domestic affairs including policing and MI5.

**Home Secretary** Minister in charge of the Home Office.

**Houses of Parliament** Seat of Government in the UK.

**Illegal** Spy using false credentials to operate illegally in a foreign country.

**Interpol (International Police)** A communications network between European police forces. It has no field agents.

**Ironmongers** A shop selling hardware.

**Irvine, Sir Nigel** Chief of MI6.

**Joe** Intelligence jargon for a suspect.

**JIC (Joint Intelligence Committee)** Large committee dealing with security matters which includes representatives from Australia, Canada, New Zealand and the USA.

**Jones, Sir Peregrine** A senior manager in MoD.

**JPSMoDN (Joint Planning Staffs Ministry of Defence)** High-level naval strategy planning section in MoD.

**Juggernaut** A large articulated lorry.

**K7** Liaison office between MI5 (K branch) and MI6.

**KGB** Committee for State Security. Although this organization carries out the same duties as MI5, MI6 and Special Branch, it has far greater powers and many other tasks to secure the privileges of the Soviet elite. It has 200,000 men under arms acting mainly as border and internal security guards.

**Leconfield House** The old headquarters of MI5.

**Make** When a suspected illegal is spotted he is photographed and the results compared with shots of known enemy agents in vast archives to get a 'make', i.e. an identification. The USA and the USSR have giant computers to assist in this task. Britain uses a more efficient system – an elderly lady called Blodwyn.

**Mandarin** Civil Service jargon for one of the senior grades.

**Marlborough Street** An MI5 building in Marlborough St.

**Medical Security** A small section which advises the intelligence services on medical matters, mainly psychology, and which runs a small pathology laboratory.

**Member of Parliament (MP)** Person elected to the House of Commons.

# **MI5**

## **“ONE TIME” DECODING PADS**

**In THE FOURTH PROTOCOL:** The Game, a sequence of numbers will sometimes appear which give a secret code word. This word, crucial to the playing of the Game, can only be deciphered by using one of the following “one time pads” (see the relevant entry in the Handbook).

# ONE TIME DECODING PAD - 1 (S)(P)

**2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25**

<b>1</b>	H	G	U	Q	R	A	X	J	M	C	W	P	I	S	B	Y	T	F	K	Z	L	V	D	O	N	E	<b>26</b>
<b>27</b>	J	E	R	A	P	G	D	I	B	T	H	N	O	A	Z	I	E	S	F	C	U	O	L	Y	M	E	<b>52</b>
<b>53</b>	O	A	P	H	N	C	B	R	J	Q	Y	I	U	M	W	D	T	K	X	G	S	V	E	U	L	F	<b>78</b>
<b>79</b>	J	L	S	E	Y	K	C	U	N	T	D	R	M	G	Z	V	B	X	P	O	F	W	H	Q	I	A	<b>104</b>
<b>105</b>	L	V	G	S	N	R	B	X	I	W	H	T	A	M	K	Z	D	U	C	O	J	Y	E	P	Q	F	<b>130</b>
<b>131</b>	O	C	B	A	U	R	O	E	S	T	E	H	L	I	A	O	Y	E	U	D	W	A	U	P	I	I	<b>156</b>
<b>157</b>	U	J	S	M	V	K	X	B	Q	L	R	Y	A	I	N	Z	W	F	O	G	T	P	H	E	C	D	<b>182</b>
<b>183</b>	A	P	R	F	E	Q	M	V	W	C	G	O	U	H	T	I	S	D	N	X	Z	K	B	Y	L	J	<b>208</b>
<b>209</b>	E	U	O	G	A	U	F	M	N	B	A	E	S	I	U	A	T	H	I	C	U	E	D	O	R	I	<b>234</b>
<b>235</b>	C	I	Q	G	X	S	A	P	H	W	V	Z	N	B	J	F	O	D	R	M	Y	U	E	T	L	K	<b>260</b>
<b>261</b>	A	B	Q	P	L	X	K	W	O	V	J	R	Y	C	S	H	Z	I	F	M	T	G	N	U	D	E	<b>286</b>
<b>287</b>	C	Q	P	B	X	J	N	D	Y	L	U	E	V	O	H	R	Z	I	W	S	F	G	K	T	M	A	<b>312</b>
<b>313</b>	E	U	A	U	B	O	C	E	D	I	U	W	A	R	N	V	E	L	O	A	M	I	S	O	T	I	<b>338</b>
<b>339</b>	B	P	V	H	W	G	O	Z	Q	I	A	N	U	E	Y	T	F	X	J	M	C	R	S	K	L	D	<b>364</b>
<b>365</b>	W	M	G	V	O	B	R	W	H	K	A	T	U	P	F	J	S	C	X	Q	I	L	D	Z	E	Y	<b>390</b>
<b>391</b>	M	N	K	D	B	M	G	E	C	Y	T	Z	D	P	S	N	B	W	S	E	W	G	V	P	T	Y	<b>416</b>

# ONE TIME DECODING PAD - 2 (S)(P)

**2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25**

<b>1</b>	I	W	O	B	X	G	Y	K	Z	A	Q	P	J	N	C	E	R	F	V	L	D	S	T	M	U	E	<b>26</b>
<b>27</b>	B	O	I	H	N	U	Z	S	A	Y	G	M	T	V	E	F	R	K	C	J	W	L	P	X	Q	D	<b>52</b>
<b>53</b>	A	R	K	E	W	J	Y	D	Q	G	U	V	F	Z	M	P	L	H	X	T	I	N	O	B	S	C	<b>78</b>
<b>79</b>	H	O	N	T	I	B	Y	V	K	X	Z	A	U	J	D	Q	C	P	L	F	W	E	R	M	G	S	<b>104</b>
<b>105</b>	F	M	Q	A	V	D	L	U	Y	C	O	X	E	Z	I	N	G	W	T	B	P	H	R	K	S	J	<b>130</b>
<b>131</b>	H	U	L	B	T	I	K	S	R	C	Z	W	E	V	J	M	D	Y	Q	G	N	X	A	O	P	F	<b>156</b>
<b>157</b>	C	H	Q	P	Z	B	M	X	Y	R	D	I	G	V	T	J	N	K	E	S	W	U	F	L	O	A	<b>182</b>
<b>183</b>	L	Q	Y	R	F	M	H	S	C	T	O	Z	I	W	D	V	E	U	N	G	X	P	J	A	K	B	<b>208</b>
<b>209</b>	Z	E	M	D	S	V	G	P	N	K	A	Y	X	C	J	F	L	O	H	T	I	U	B	R	W	Q	<b>234</b>
<b>235</b>	O	A	F	Y	B	Z	L	C	J	T	Q	E	N	H	P	X	G	U	M	I	K	W	D	V	S	R	<b>260</b>
<b>261</b>	D	S	K	P	I	R	Z	Y	X	B	A	W	T	F	L	C	E	V	Q	G	U	M	H	N	O	J	<b>286</b>
<b>287</b>	P	D	R	I	X	U	A	H	Q	L	Z	V	B	Y	E	W	J	S	T	F	M	N	G	K	O	C	<b>312</b>
<b>313</b>	W	P	C	S	O	B	N	J	V	K	Y	Z	Q	G	A	T	L	X	H	D	M	I	R	E	U	F	<b>338</b>
<b>339</b>	J	G	Y	M	Z	C	R	Q	L	X	A	E	V	K	T	O	W	B	D	N	H	S	F	P	U	I	<b>364</b>
<b>365</b>	B	A	L	V	D	S	C	N	H	Z	G	W	M	P	T	I	Y	O	X	E	R	Q	J	F	K	U	<b>390</b>
<b>391</b>	E	S	D	Q	X	Z	I	P	Y	A	M	W	U	F	L	V	G	C	J	N	R	O	T	B	K	H	<b>416</b>

# ONE TIME DECODING PAD - 3(S)(P)

**2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25**

<b>1</b>	B	R	Q	K	J	X	Y	Z	A	E	U	T	L	S	C	F	P	M	V	G	D	N	H	O	W	I	<b>26</b>	
<b>27</b>	Q	G	N	C	R	K	T	W	E	J	Y	M	U	Z	F	H	O	S	A	V	L	B	I	X	P	D	<b>52</b>	
<b>53</b>	A	P	F	J	O	C	I	U	E	X	Q	L	S	V	B	Z	K	W	G	Y	R	D	T	M	H	N	<b>78</b>	
<b>79</b>	F	L	J	Q	I	P	X	A	Z	W	K	C	Y	E	R	U	D	M	V	S	G	T	N	H	O	B	<b>104</b>	
<b>105</b>	X	E	A	D	K	R	H	Q	M	I	W	T	U	Y	B	J	S	F	N	O	L	V	G	C	P	Z	<b>130</b>	
<b>131</b>	E	S	B	Q	A	Z	K	O	D	X	P	F	V	L	R	H	Y	G	T	M	I	U	W	J	N	C	<b>156</b>	
<b>157</b>	L	S	I	N	C	V	H	Z	M	C	K	R	N	U	D	Y	H	L	V	A	W	O	I	Q	E	X	J	<b>182</b>
<b>183</b>	F	P	S	G	T	B	Z	M	C	E	Q	J	Z	I	V	W	D	X	L	T	M	G	Y	U	A	N	H	<b>208</b>
<b>209</b>	C	P	B	K	S	F	R	O	E	Q	J	Z	I	V	W	D	X	L	T	M	G	Y	U	A	N	H	<b>234</b>	
<b>235</b>	G	Q	R	I	W	F	L	Z	H	P	A	B	U	Y	E	S	J	X	T	K	C	V	M	D	O	N	<b>260</b>	
<b>261</b>	I	G	Y	A	K	S	F	Z	J	B	V	O	P	W	E	D	N	T	H	X	C	R	L	U	M	Q	<b>286</b>	
<b>287</b>	A	K	U	S	I	O	B	D	U	E	A	I	C	E	N	Y	U	I	A	N	P	O	O	T	U	E	<b>312</b>	
<b>313</b>	N	L	V	E	K	G	J	M	Z	D	X	U	F	W	O	H	Q	I	B	Y	S	A	R	T	C	P	<b>338</b>	
<b>339</b>	S	P	A	M	R	C	Z	B	E	K	V	N	G	J	U	F	X	J	W	Q	D	O	Y	H	T	L	<b>364</b>	
<b>365</b>	D	Q	H	A	Y	G	W	O	P	B	V	J	T	U	C	X	I	M	Z	E	K	R	L	N	S	F	<b>390</b>	
<b>391</b>	H	R	O	Q	A	X	J	U	B	N	D	W	P	C	L	T	F	Y	I	S	E	Z	G	K	V	M	<b>416</b>	



**MI5 (Military Intelligence 5)** The counter-espionage department of the UK. It has the following subdepartments:

A branch responsible for policy, data processing, legal advice and watchers.

B branch responsible for recruitment, personnel, vetting and promotions.

C branch responsible for security in the Civil Service and military services.

K branch responsible for countering Soviet Penetration of the UK.

E branch responsible for countering international communism.

F branch responsible for observing extreme political groups of both left and right.

**Minister** Politician administering department of state; appointed by the Prime Minister.

**Ministry of Defence (MoD)** Government department which controls the armed forces and all pertaining to them.

**NATO** Military defensive alliance of countries bordering the North Atlantic and Northern Mediterranean shore. Specifically set up to check Soviet expansion.

**NFA (No Further Action)** Stamp on the front of a file at MI5 to indicate that an investigation is closed.

**NIS (National Intelligence Service)** The South African intelligence service which succeeded BOSS.

**No. 10** Number 10 Downing Street. The Prime Minister's official residence and office in London.

**NZSI (New Zealand Secret Intelligence Service)** The New Zealand espionage agency.

**Official Secrets Act** A law in Britain which loosely states that everything is secret unless the Government specifically states otherwise. Cynics say that it is used more to protect officials from the consequences of their blunders than to protect secrets.

**Old Boy Network** Informal network of personal contacts of those who attended the elite public schools (expensive private schools) and Oxford and Cambridge universities. Many senior people in British society could be described as belonging to the 'network' or 'magic circle'.

**One Time Pad** One time pads are now in vogue as an unbreakable code in every intelligence service in the world. In principle they are simple, an array of letters which can be used to turn numbers into sentences. They are unbreakable because each array is only used for one message. The sender and the receiver both have a copy of the same array (in this game the arrays are used over and over again).

**Our Friend** Intelligence jargon for a suspect.

**Paragon** Subcommittees of JIC concerned with tracing the source of the lost documents.

**Pienaar, Henry** The General in charge of NIS.

**Plumb, Sir Anthony** Chairman of JIC and the Prime Minister's personal coordinator of intelligence.

**Poem Code** In WWII British intelligence used poem codes as a way of converting strings of numbers into letters, according to their position in the poem. Each agent would have a personal poem either specially written or a well known poem with certain changes or spelling 'errors' to confuse code-crackers. Poem codes were replaced by one time pads which are less easy to break because they are only used once. Nevertheless, it is usual for MI5 agents to have personal poems which can be used where one time pads would be clumsy or unnecessarily complicated.

**Polonium** A rare metal used in the triggers of nuclear weapons or in certain medical treatments.

**Prime Minister (PM)** The leader of the party controlling the most votes in the House of Commons and hence the person running the country.

**PSA (Property Services Agency)** The Government's estate agent, part of the DoE.

**PTO (Professional Technical Officer)** One of the specialist grades in the Civil Service.

**Pub (Public House)** An establishment licensed for the sale and consumption of alcoholic beverages. In British society they are more than just bars as they tend to be social centres.

**Safe House** An address used by an intelligence agency to hide and debrief defectors, agents, etc. It is 'safe' because it is unknown to the opposition.

**Saffron Walden Hotel** A hotel north of London with an excellent restaurant much frequented by those in the electronics industry.

**Secret Documents** There are various levels of secrecy in the UK stamped on Government papers. They are as follows: Confidential (everything), Restricted Circulation, Secret, Top Secret and For Your Eyes Only.

**Secret Intelligence Service** MI6.

**Security Service** MI5.

**Sentinel House** The headquarters of MI6.

**Service, The** Civil Servants' jargon for their own particular department.

**SHAPE (Supreme Headquarters Allied Powers Europe)** NATO military HQ in Europe.

**Sinclair C5** An electrically powered tricycle. The latest bright idea of Sir Clive Sinclair, inventor of the cheap home computer and designer of the ubiquitous Spectrum.

**Sitrep (Situation Report)** Agents in the field such as watchers are encouraged to send regular sitreps back to CENCOM.

**'6' (Six)** Intelligence nickname for MI6.

**Skinheads** A youth cult noted for shaven heads and associated with gang violence.

**Special Branch (SB)** Police department dealing with security and political matters. MI5 personnel have no powers of arrest so if they want a suspect 'picked up' it has to be carried out by Special Branch.

**StB** Czech espionage service. Largely under Soviet control this agency is very useful to the Russians because Czechs have greater freedom of movement in the UK than Soviet personnel.

**St James** Club frequented by senior Government officials.

**Strickland, Sir Patrick (Paddy)** A senior civil servant in the Foreign Office.

**Subway** A pedestrian underpass under a busy road or leading down to a tube station.

**Surete** French police organization in charge of security.

**Sweden** In Sweden counter-espionage is the responsibility of the police.

**Thatcher, Margaret** Prime Minister of the UK.

**Toxin** Poison. The KGB have specialized in the use of toxins for murder. Recently they have tended to use their Bulgarian stooges as middlemen.

**Tube** The underground train system in London, run by a separate authority from British Rail.

**Turn** Defect.

**Umbrella** This innocuous British accessory is used by Bulgarian hit squads to murder for the KGB.

**Veld** Open country in South Africa, neither cultivated nor true forest.

**Villiers, Sir Hubert** A senior civil servant at the Home Office.

**Watchers** MI5 jargon for their surveillance agents. Normally six to a team, four teams rotating every 24 hours.

**Weeding** Intelligence jargon for destroying files deemed obsolete or irrelevant.

Unfortunately, in British intelligence this job has often been passed to enemy agents!

**Wise Men** After the Hollis affair it was decided that the DG of MI5 would be appointed by outsiders rather than inherit the job in the fullness of time in the usual service manner. The Wise Men include the Chairman of the JIC, the Cabinet Secretary and senior civil servants from the Home Office and MoD.

