RULEBOOK



Welcome, Spies, to VIENNA CONNECTION.

In this cooperative campaign game of deduction, you delve into Cold War era Europe and lead a CIA Special Activities Division team.

The SAD team carries out four covert missions by collecting evidence and analyzing data to achieve their goals. At the end of each mission, they submit a final report and recommend further actions.

COMPONENTS

1 Lead card deck

Includes a Title card and 71 Lead cards

> **Note:** Do not draw or read any card unless clearly instructed to do so!

1 Stack of Files

Includes 100 pages of Files.

> **Note:** Do not draw or read any Files unless clearly instructed to do so!

4 envelopes

1 envelope for each Mission, marked I, II, III, and IV. Do not browse the contents of the envelopes before starting the Mission.

15 Special tokens

> 5 Money tokens: $

> 3 Contact with Local Press tokens:

> 3 Contact with Criminal Underworld tokens:

> 4 Contact with Foreign Intelligence Representatives tokens:

> **Note:** Tokens are not limited. If, during the game, the SAD team gains more tokens than there are available, you may use anything of your choice to substitute for tokens.

8 Mission sheets, marked with I, II, III, and IV

1 sheet for each Mission and 4 extra sheets for use in replaying each Mission.

Rulebook

SETUP

> GAMEPLAY

VIENNA CONNECTION is a cooperative game in which players lead the actions of an SAD Team to carry out a **MISSION** commissioned by the CIA. Every game begins by reading the Mission Intro, which acquaints players with the plot of the Mission, its goal, and provides the initial **FURTHER LEADS** for players to follow in their investigation.

Players choose together which **LEADS** they decide to follow as a Team. There are no individual turns. Each player has a voice, and you must discuss the various facts and evidence of the plot in order to determine which of the available Lead cards you want to resolve.

Every Lead card represents the actions of the SAD Team that can last many hours, or even days. All Lead cards have a **ZONE** and an **EXPOSURE**. The Exposure indicates how visible the Team's activities are to foreign intelligence. The Mission sheet has spaces for each Zone, which will be crossed out as you become exposed by drawing Lead cards. There is also a Man in Black section as well, and once all the spaces in the Man in Black section are crossed out, the SAD Team's activities have been exposed and the Team is removed from the Mission, and must immediately resolve the **MISSION END PHASE**. During the Mission End phase the Team recommends further actions for the CIA, and influences the development of subsequent Mission plots.

> CAMPAIGN & MISSIONS

VIENNA CONNECTION is a campaign game and you must play each of the Missions in order (I-IV).

> TO SET UP A MISSION:

1. Log in to the antaresdatabase.com website and choose the Mission you want to play.
2. Place the corresponding Mission sheet in the middle of the play area within reach of all players.
3. Place the Lead deck next to the Mission sheet.
4. Place the Files next to the Mission sheet.
5. Open the Envelope corresponding to the Mission you are playing and take out its contents. Read the Mission Intro and follow the instructions it contains.
6. Prepare an area near the Mission sheet for a token Pool.
7. Make sure you have paper and a pen ready for note taking. You are ready to play.



BASIC RULES

> ZONES

During the Mission, the SAD Team reveals Lead cards. Every Lead card has a specific **ZONE** it applies to.

There are four Zones in the game:



> **WHITE**: represents the CIA safe houses and places that are safe for the Team.



> **BLUE**: represents restaurants, hotels, and other public places.



> **YELLOW**: represents areas that are influenced by the criminal underworld and the police.



> **RED**: represents places that are under control of foreign intelligences.

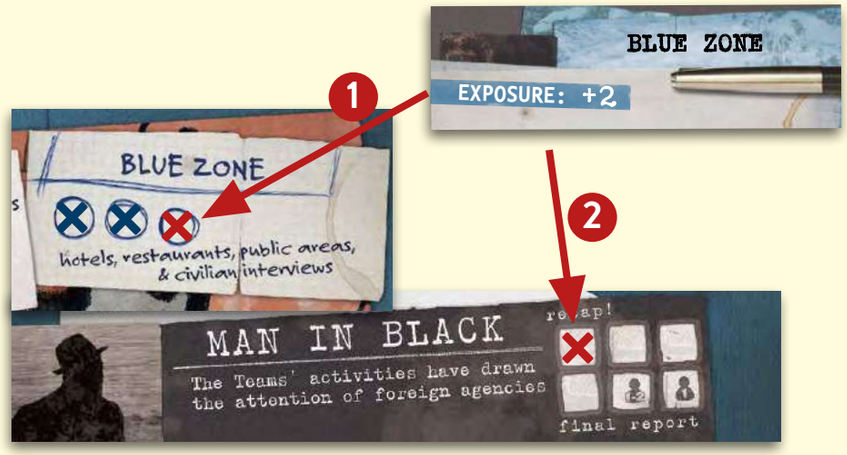
The Zones are represented on the Mission Sheet. Every Zone has a predetermined number of spaces available to fill in during a Mission. When the SAD Team resolves a Lead card, they visit a Zone. When resolving a Lead card you must fill in a number of spaces for the specific Zone equal to the Exposure of the Lead card.



If all the spaces of a Zone have been crossed out, then the SAD team's activities have been noticed by foreign intelligence. If you are required to fill in a space and all the spaces have been filled, you must instead fill in spaces in the **MAN IN BLACK SECTION** (see *Man in Black*, page 7).

Note: The Mission sheets are different for each Mission and have a different amount of spaces for the different Zones.

Example:
The **BLUE ZONE** has one space remaining. The SAD Team decides to visit a hotel in the center of Vienna. They draw a Lead card and check the Exposure. It's 2! The Team crosses out the final space in the Blue Zone, and then they cross out the first space in the Man in Black section. From now on, until the end of this Mission, every time the Team visits the Blue Zone they must cross out spaces in the Man in Black section.





> FOUR ZONES AND THE "MAN IN BLACK SECTION" ON THE MISSION SHEET

BASIC RULES

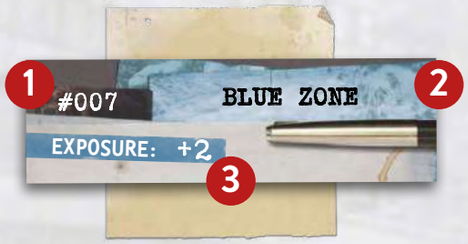
> GATHERING INFORMATION

THERE ARE FOUR DIFFERENT WAYS THAT YOU GAIN INFORMATION THROUGHOUT THE GAME:

1) Lead Cards

The Lead card deck consists of 71 cards. Each Lead card represents crime scenes, witnesses, evidence, and other information the SAD Team gains while carrying out a Mission. Every Lead card in the game is labeled with a unique number marked by a # (e.g. #103).

Every Lead card contains clues concerning the Mission and—in addition to its unique number (1)—has a Zone (2), and an amount of Exposure (3).



Lead cards may also contain Instructions listed on the bottom of the card such as Files, Codes, etc., which you must carry out.

In order to draw a Lead card, the SAD Team must gain access to it through **FURTHER LEADS**. Some Further Leads will require an additional cost that the SAD Team must pay before drawing the Lead card.

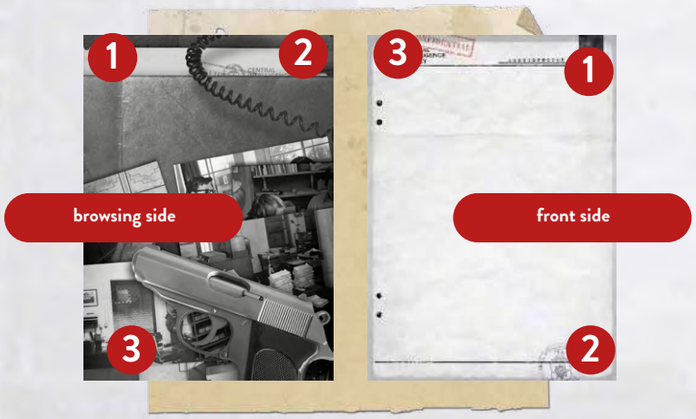


HOW TO FOLLOW A LEAD:

1. Draw the card with the indicated number from the Lead deck.
2. Cross out spaces in the designated Zone equal to the Lead card's Exposure. You may never check the Exposure of a Lead card before you draw it.
3. If you are required to cross out spaces in a Zone that has no spaces left, cross out the amount of required spaces in the Man in Black section instead (see *Man in Black*, page 7).
4. Resolve the Instructions on the card in the order they are presented. Finish resolving the current Lead card completely before drawing another Lead card (see *Instructions o and Effects*, page 7). Once you have drawn a Lead card, it is available to all players, during every Mission, for the rest of the campaign.

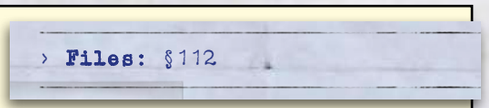
2) Files

The Stack of Files consists of 100 pages of documents. Files represent the CIA's intercepts of foreign intelligence, police reports, press clippings, and various other materials. Every page of a File is labeled with a unique number marked by a § (e.g. §122) (1). Every File also has a number to indicate how many pages it consists of (2) and information on how players got to this File (3).



In order to draw a File, the SAD Team must gain access to it through Information provided by Lead cards or other Files. Some Further Leads will require an additional cost that the SAD Team must pay before drawing the Files.

Example: If you see this instruction, draw File §112 from the Stack of Files.



Note: Files may have more than 1 page. In this case, they are marked accordingly on the back, in the upper right corner (see example above). When drawing Files, draw every page with the given File number.

Note: The numbering of Files is independent from the number of the Missions (e.g. during Mission 3, the SAD team may gain access to File §751).

#designersnote

The game uses the American format for dates: Month/Day/Year. This is done to avoid any confusion that would arise between how the American CIA would have depicted dates versus how the European institutes would have. It is a decision made to be more player friendly as opposed to being historically accurate.

BASIC RULES

3) Operations

During every Mission, the SAD team has access to 3 Operations. The Team may perform them at any time during the Mission.

Every Operation has a cost that is indicated by a number and a type of Contacts and Money tokens that must be spent in order to perform the Operation. If the SAD Team does not have the required tokens, it may not perform the given Operation.

TO PERFORM AN OPERATION:

1. Spend the **REQUIRED RESOURCES**. Required Resources indicate how many tokens of a given type you **MUST** spend.
2. Spend the **ALLOWED RESOURCES**. Allowed Resources indicate the types of tokens you **MAY** use for this Operation.
3. Resolve the Effect of the Operation.

Note: Even though you gain Operation cards at the beginning of the Mission, we encourage you to wait to perform them. Operations represent actions and inquiries, and it is ill-advised to pursue them while only having limited knowledge of the Mission.

Note: Not every Operation in the game ends successfully.

Note: During the Mission, some of the Lead cards may unlock more Operations.

Example: You decide to perform the Operation Toadstool. You must spend 4 tokens: 2 of them must be $, and other 2 may be any combination of 🖌, ★, or $. You have: 3 $, 1 🖌 and 2 ★. You decide to spend 3 $, and 1 🖌, because you have a feeling that the ★ tokens will be useful later.



4) Search

During the game, both Lead cards and Files will contain various keywords marked with a (wifi) symbol. These keywords indicate addresses, speeches, names, dates, items, or other information you would be familiar with as an agent living during the Cold War era. This information may be gained by players by using the Internet to research the given keywords. Gaining information on a specific topic is useful for understanding the Mission and the overall plot of the campaign.

When researching information marked with a (wifi), you may use any resource, including Wikipedia, Google, Google Maps, etc.

Note: Searching (wifi) for information does not have an Exposure cost. You may perform this action even if you have crossed out the last space of the Man in Black section.

Note: During the game, players may use available resources (such as books or the Internet) to gain knowledge about a given issue, such as information on Morse code, areas of influence in Berlin during the Cold War, or Yugoslavia's allies in 1977. *Vienna Connection* is historical and it won't hurt to have a knowledge of the history involved—quite the contrary, it may even provide a better understanding of the events in the Mission.

MISSION END

> GAME END

The SAD Team has a limited number of actions to perform during each Mission. The game ends once you cross out the last available space in the Man in Black section. Once this happens, you may only perform actions that do not cause Exposure (Operations, Files, Searching), or choose to move on to the end of the Mission.

> **Note:** If there is only one available space in the section, and the Exposure is greater than 1, you may still read the card.

To end a Mission, choose the Final Report from the menu on the Antares website. The Final Report consists of two parts: a **PUZZLE** and **FURTHER ACTIONS.**

Puzzles

Every Mission has Codes for Puzzles that the SAD Team may discover and unlock during the game (see *The Team gained a Puzzle Fragment*, page 7). The Final Report presents all the Puzzles that the SAD Team collected during their current Mission. Every collected Puzzle gives the SAD Team access to a unique Mission ending. Read the information provided by a Puzzle carefully, and then move on to the Further Actions.

Further Actions

At the end of every Mission, the SAD Team chooses two of several recommended Further Actions for the CIA. According to their choice, players redirect the progress of the campaign's plot and unlock other events connected with subsequent Missions. In most instances, players also write additional notes in the Campaign Journal (see *Campaign Journal*, page 7) that might be significant for subsequent Missions.

> **Note:** None of the options in Further Actions are wrong or inadequate—every choice offers the players new insight and potential redirection of the plot. When choosing, remember the goal of the Mission and consider which threads of the Mission are the most interesting and worth developing.

> **Note:** When deciding what options to choose, remember that the game is cooperative and every player at the table has important insight to the Mission that deserves to be considered.

#designersnote

When ending a Mission, it's good to spend a few minutes to take notes and summarize the most important facts, names, and theories that emerged during the Mission. This information is useful, especially when you come back to play the game after a few days or even weeks!

Next Mission

- All Lead cards and Files revealed throughout a Mission remain available for the SAD Team to review for the remainder of the campaign. These materials are only for reference. Players cannot follow leads from previous missions during the mission.
- All of the remaining components relevant to a Mission. (Operation cards, Local Agents, Mission sheet, and Code cards) are placed back in the box and will not be used in future Missions.

Replaying the Mission

The game provides you with two Mission sheets for each Mission just in case you would like to play a Mission a second time.

If you want to brush up on a Mission you have already finished, arrange the Lead cards back into the Lead deck in order. Do the same with the Files.

Next, reset the Mission on the antaresdatabase.com website. Remember, if you decide to reset the Mission on the website, all the information you have found, and all the progress you have made will be deleted from the Database, so make this decision mindfully.

Solo Game and Difficulty Levels

The Man in Black section contains two spaces that are only available for the indicated number of players. If you play solo, both spaces are available (1). If you play the two player variant, one of the spaces is available (2).



Throughout the game are numerous mathematical problems that represent ciphers and codes. To play on an easier setting you may select the **SKIP THE PUZZLE** option in the Antares menu to obtain the solution without having to solve the Puzzle.

Players may add 1 more space to Man in Black section to change the difficulty level from Standard to **EASY**.

Players may deduct 1 space from Man in Black section to change the difficulty level from Standard to **HARD**.

APPENDIX - INSTRUCTIONS AND EFFECTS

FILES §

The "Files" Instruction indicates that you have gained access to Files. Draw the File with the indicated number from the Stack of Files. Some Files consist of multiple pages, so when you gain these Files you gain every page of that File. On the back of every File is the number of the File as well as information on how many pages it has and which Lead card gives you access to it. Gained Files are available to all players for the rest of the campaign.

MAN IN BLACK



The Man in Black section represents the SAD Team's activities that have been noticed by foreign intelligence. Once this happens you should prepare to conclude the Mission. Once the last space of the Man in Black section is crossed out, even if there are empty spaces left to cross out in the Zones, the game ends (see Game End page 6). If you are required to cross out more than one space in the Man in Black section, and there is only one space left, cross it out and then the game ends. There are no additional consequences for this.

Note: The last space of the Man in Black section is available only in a solo game. The second to last space of this section is available only in a solo and two player games.

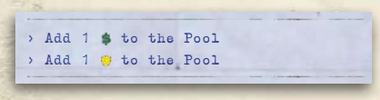
Note: Recap. Once the first space of the Man in Black section is crossed out, it is a good time to brainstorm with your Team. Each player should state their ideas and discuss possible solutions for the Mission's goals.

FURTHER LEADS



Most Lead cards and many Files contain a Further Leads section that provides the SAD Team new possible paths to carry out the Mission. Detailed information on Further Leads can be found on page 4.

ADD TO THE POOL



Take the indicated token from the box and add it to the token Pool available for the Mission.

CAMPAIGN JOURNAL

At the end of the Mission, the SAD Team recommends further actions for the CIA. The campaign develops in various ways depending on what the SAD Team recommends. Various notes and the events are required to be written down in the Campaign journal. The Campaign Journal is included in the Stack of Files found during Setup.

CODE CARD

During the game, you may receive coded messages from the CIA. They are delivered as a Code with a string of various numbers—it is a secret Code that you decipher using a Code card. In each Mission Setup you receive a Code card with a cypher for reading the coded messages.

To read a Code from the Code card:

1. Look at the password that matches the first row of letters on the Code card.
2. If the number has one digit, read the letter from the corresponding column in the first row with letters.
3. If the number has two digits—starting with a 2—read the letter from the corresponding column in the second row.
4. If the number has two digits—starting with a 6—read the letter from the corresponding column in the third row.

Example:
On the poster in one of the adverts for free rooms in a guest house nearby, you notice a phrase, "Goodbye" signed with a strange phone number: 61 64 29 29 2 65.

	0	1	2	3	4	5	6	7	8	9
	G	O	O	D	B	Y	E			
2	A	C	F	H	I	J	K	L	M	N
6	P	R	S	T	U	V	Y	Z	§	X

You check the Code from your Code card: first a two-digit number starting with 6, so you look at the '1' column of the fourth row. Then again a number starting with 6, so the '4' column of the fourth row. Finally, a number starting with 2, the '9' column of the third row. After reading all the letters, you have a message: RUN NOW.

LOCAL AGENTS



Local Agent cards represent people cooperating with the CIA in the Mission. Every Local Agent card adds one token to the Pool. Local Agent cards have no other function in game.

RECORDINGS

During the game, you will encounter a symbol in the Files. It represents the transcriptions of dispatches you intercepted from the foreign intelligence agencies. You may listen to these recordings on the antaresdatabase.com website.

DECIPHER



During the game, you will encounter ciphered Files. Instead of numbers, they have unknowns. To gain access to these Files, you must deduce the rule that applies to the string of numbers preceded by the word "Decipher," and then guess the number that is missing. The discovered number indicates the number of the File. Players may choose the Skip the Puzzle option on the Antares website to reveal the solution (see Difficulty Levels, page 6).

In the top left corner of every File is information for which Lead card was used to reach the File. If you deciphered the File number incorrectly and tried to draw the wrong File, you may try again with a different answer. If you are wrong again, you must cross out a space in the Man in Black section and try again.

FLIP

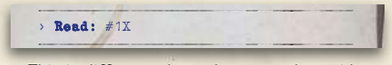


The continuation of the Lead is on the back of the card—flip the card over and continue to resolve it.

OPERATIONS

The intro of each Mission contains 3 Operations cards for the SAD Team. Every Operation has a cost to be paid with various tokens. The SAD Team may carry out the Operations at any time during the Mission (see *Operations*, page 5).

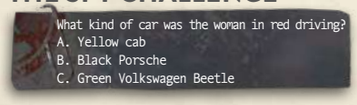
READ



This is different than when a card provides you with Further Leads. You are not required to follow Further Leads, but when Instructed to Read, you must read the indicated text before resolving a new Lead card.

The materials gained through the Read Instruction does not increase the Exposure.

THE SPY CHALLENGE



While reading the text of a Lead card, try to remember as many details as you can.

Some of the cards have a Spy Challenge on the back. If you encounter a Spy Challenge, you must answer the question without looking back at the front of the Lead card. Only once you have made your choice can you turn the card over to confirm your answer. If you answered correctly, congratulations! If the answer was wrong, you must cross out one space in the Man in Black section.

EXPOSURE



Exposure represents the visibility of the SAD Team's activity to foreign intelligence. Most of the Lead cards in the game have a +1 Exposure, which means that you must cross out one space on the Mission sheet in the indicated Zone. Some Lead cards have a +0 or a +2 Exposure. Occasionally, the SAD Team might also encounter Files that have a +1 Exposure.

THE TEAM GAINS A PUZZLE FRAGMENT



Players gain Fragments of information concerning individual threads throughout the game and you use this information to complete Puzzles for Missions. Every Puzzle represents one thread of the Mission.

Once you gain a Puzzle Fragment, choose a Puzzle tab on the antaresdatabase.com website and enter the gained Fragment there. Every Puzzle has two sections: Letters, and Numbers.

First, you check the number of letters in a gained Fragment and find the Puzzle with the same number of letters. Every Fragment of information has one or two letters and a string of unknown letters, marked as •. Enter the known letters into the Puzzle. You may enter more letters than there are in the Fragment if you're able to guess what password the Puzzle will create.

Next, enter the gained numbers to the Puzzle. Depending on the Puzzle type, there are four or five spaces to enter the digits. Enter the digits in the spaces indicated by the Puzzle Fragment. Completing all the spaces in that section means that you have matched the threads and can connect them together. This unlocks unique Mission endings—your actions influence the proceedings of other agents. Incorrect entry of a digit will be communicated by the Antares website. In that case, the SAD Team must cross out one space in the Man in Black section.

Note: There are two types of the Puzzles: 4-digit, and 5-digit ones. 4-digit Puzzles apply only to specific Missions, and if they are not solved by the end of a Mission,

APPENDIX & CREDITS

they are gone. 5-digit Puzzles apply to the overall campaign and remain throughout every Missions—it is impossible to complete them during one Mission!

THE TEAM WRITES IN CAMPAIGN JOURNAL

The Campaign Journal is one of the Files. This is where you will write down unlocked events at the end of Missions. The things that you write in the Campaign Journal influences the progression of the plot. In subsequent Missions, you may encounter an instruction: "If the SAD Team wrote in the Campaign Journal..." the SAD Team gains the indicated bonuses if it has the required entry in the Campaign Journal.

TOKENS



There are 4 types of tokens in the game. The tokens represent resources of the SAD Team during the Mission. They represent money (that can be used, for example, to bribe someone, rent a hotel room, etc.) as well as local contacts and agents that may aid the SAD Team. The SAD Team gains tokens during the Mission Intro and, occasionally, while resolving Lead cards. The tokens are used to pay the cost of Operations or to follow some Further Leads. Used tokens are discarded. Unused tokens are discarded at the end of the Mission.

UNIDENTIFIED PERSON

During the game, you may encounter the term "NN" (e.g. NN01). The abbreviation NN means an unidentified person (Nomen Nescio: Name Unknown).

We aimed to create a spy story so believable that players could feel like they're taking part in authentic events from the Cold War era. For the sake of players' entertainment, Vienna Connection represents fiction, heavily inspired by history, intertwining facts with imaginary events. Nevertheless, please remember that it was by no means our intent to infringe upon the reputation of people referenced in the game. Moreover, all the depictions, especially those of the characters, used in terms of CC by 2.0 license, are in fact not related to the plot of the game, and appear only as a portrayal for the atmosphere and reality of the times in which the game is set.

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CREDITS
GAME DESIGN: Ignacy Trzewiczek, Jakub Poczęty
GAME STORY: Przemysław Rymer, Jakub Łapot
GRAPHIC DESIGN: Mateusz Kopacz, Rafał Szyma
RULEBOOK: Joanna Kijanka
EXECUTIVE PRODUCER: Grzegorz Polewka
ENGLISH EDITOR: Tyler Brown

BOARD GAMES THAT TELL STORIES

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ul. H. Sienkiewicza 13, 44-190 Knurów, Poland.

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3. Munich, 2005, dir. Steven Spielberg
4. Das Leben der Anderen, 2006, dir. Florian Henckel von Donnersmarck
5. Argo, 2012, dir. Ben Affleck
6. Spy Game, 2011, dir. Tony Scott

OTHER RECOMMENDATIONS:
The Eye of the Needle, 1978, by Ken Follett
The Key to Rebecca, 1980, by Ken Follett
The Day of the Jackal, 1971, by Frederick Forsyth
The Devil's Alternative, 1979, by Frederick Forsyth
Tinker, Tailor, Soldier, Spy, 1974, by John le Carré

RECOMMENDED WEBSITES:
digitalarchive.wilsoncenter.org
www.abw.gov.pl/pl/pbw/publikacje/304,Wybrane-publikacje-Agencji-Bezpieczenstwa-Wewnetrznego.html
www.cia.gov/library/readingroom/home
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