

# CONFIDENTIAL

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



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**Dept DLY**

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 CONSPIRACY ELECTRONIC  
SURVEILLANCE INTERFACE SOFTWARE.

#### **USING YOUR CONSPIRACY ELECTRONIC SURVEILLANCE INTERFACE**

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

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# CONFIDENTIAL MEMO

**MEMO TO:** CONSPIRACY PERSONNEL SECTION  
**ORIGINATOR:** OPERATOR 41  
**DATE:** 10th AUGUST 1991  
**CONSPIRACY 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)



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**NOTE:** Rukov's parents were killed on May 23, 1983, by an Afghan terrorist explosive device in Dushanbe, Tadjik 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 battalion, Siberian Military District.

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

## 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.



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# CONFIDENTIAL MEMO

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

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, CONSPIRACY 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 CONSPIRACY 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

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: 386 or better IBM PC (or 100% compatibles) running at 20mhz with 500k free base memory, 256 colour VGA graphics, Hard Disk (with 50K free), DOS supporting MSCDEX, CD-ROM Drive with a consistent transfer rate of 150K per second.

Recommended: 386 or better IBM PC (or 100% compatibles) running at 33mhz with 1 Meg extended memory, CD-ROM Drive with a consistent transfer rate of 150K per second.

Sound Card : CONSPIRACY supports the following sound cards: Sound Blaster, Sound Blaster Pro, Roland MT32/LAPC1, Ad-Lib. Digitised speech is only available with Sound Blaster Pro. There is no sound or music through PC Speaker.

### LOADING/INSTALLING YOUR CONSPIRACY 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)

Switch on your machine as normal and insert the CD into your CD-ROM Drive. Select the CD-ROM Drive, type INSTALL and press RETURN. A menu will be displayed with the option START A NEW CONFIGURATION highlighted. Press RETURN to select this and a second menu will be displayed with the option AUTOMATIC CONFIGURATION highlighted. Press RETURN again to select this option. CONSPIRACY will now test your hardware and create a directory on your C: drive, in which your configuration details and saved games will be stored.

Once the installation process is complete you can exit by pressing any key and then play CONSPIRACY by typing CONSP and pressing RETURN.



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**CD-Rom Drive note:** Many CD-Rom drives list their data transfer rate at 150k per second. However, consistency is an important as maximum speed and some drives may not perform to the required standard during all operations. If you start to encounter problems you should run INSTALL and select the option TEST CD ROM DRIVE.

**Digitised video note:** CONSPIRACY PC CD-Rom uses digitised video footage played from CD, for the on-line help feature. If you experience problems with this feature, and have tested your CD-Rom Drive, you should select USE EVERY TRICK IN THE BOOK TO BE REALLY SMOOTH from the animation menu.

**Trouble shooting note:** Using the INSTALL menus it is possible to adjust a number of configure options if you encounter problems. To access the menu select CHANGE LANGUAGE AND CONFIGURATION, answer Yes to the automatic test and then answer No to the question "Is this correct?" Use the cursor keys to move the highlight up and down and enter to select the option you wish to change.

Language: English, American English, French, German, Spanish.

Graphics: 256 colour VGA, Monochrome VGA

Music: No music, Ad-lib, Ad-lib Gold, Sound Blaster, Sound Blaster Pro, Roland MT32 (& LAPC1 midi card)

Sounds (digitised speech): No sound, Sound Blaster, Sound Blaster Pro, Tandy sensation

Mouse: Microsoft Compatible Mouse, Do not use mouse  
Joystick: Analog Joystick, Do not use Joystick

Extra memory: Don't use extra memory, Expanded memory, Extra memory

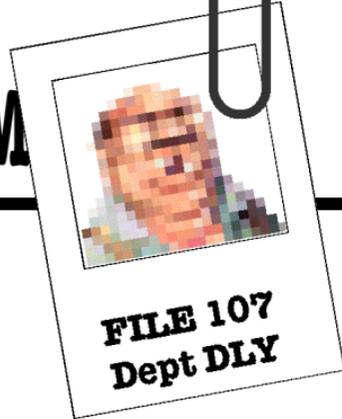
Processor: 8086, 80286, 80386 or better

Animations: Try every trick in the book to be very smooth. Standard smooth animations



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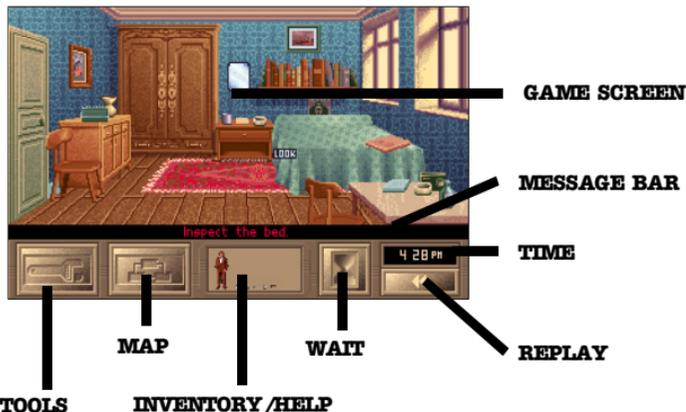
# CONFIDENTIAL MEMO



MEMO TO: ALL FIELD OPERATIVES  
ORIGINATOR: SERGEANT GUZENKO  
DATE: 10th JULY 1991  
USING YOUR CONSPIRACY 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 CONSPIRACY directives. Study this document well!

## USING THE INTERFACE

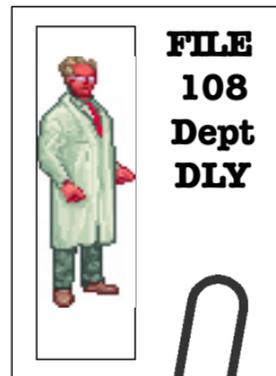


**NB: All references below are to MOUSE control. For corresponding JOYSTICK or KEYBOARD controls, consult the section 'SUMMARY OF CONTROLS'.**

## 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 CONSPIRACY 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 the 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.

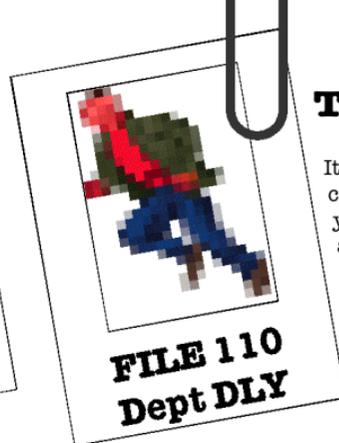
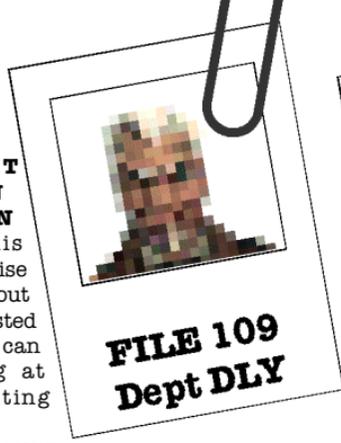
**KNOCK:** As you might expect, you can knock on doors with this. Decide for yourself whether it is wise to do so...

**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.



### EXIT BOX

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.



## 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.

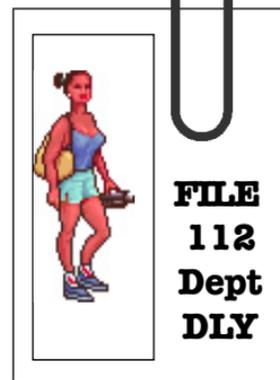
### TIME

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 CONSPIRACY'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 / HELP SCREEN



When you select this screen the Inventory screen will replace the Main Game Screen, which will be miniaturised in the small centre-bottom window, and the Tools Icon in the bottom left of the screen will be replaced by the Help Icon (showing a miniaturised picture of your Father).

**INVENTORY-** You can examine and manipulate the objects you have acquired during play using the mouse. Move the pointer over an object and the default action for that object will be displayed in the text bar at the bottom of the Inventory window. If this is not the action you wish to perform press the right mouse button to bring up the OBJECT POINTER BOX (detailed on the following page), which allows you to select the actions you wish to perform with an object.

**HELP** - Your father, Colonel Mikhail Rukov, was an excellent soldier who was killed by a terrorist bomb. However he lives on in your memory and you can call on those memories to work out what your father would have done in the same situation. Click on this icon and your father will appear to tell you what you should be doing. The default setting for this feature is HELP A LITTLE. This can be changed to HELP A LOT by selecting the tools icon, and when the menu is displayed selecting OPTIONS, HELP, HELP A LOT.



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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.

### 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  
**CONSPIRACY 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 CONSPIRACY, it is essential that you have a broad knowledge of its past and present workings. The CONSPIRACY 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.



# THE HISTORY AND PRACTICES OF THE CONSPIRACY

## 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



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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

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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.

### 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: CONSPIRACY

Beria's ultimate reward was to reorganise the political police into the CONSPIRACY: the People's Commissariat for State Security. The NKVD continued to administer the labour camps, but the CONSPIRACY 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: CONSPIRACY

In 1954 a restructuring took place which saw the MVD take responsibility for all criminal matters, and the MGB become the CONSPIRACY: 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 CONSPIRACY 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 CONSPIRACY. 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



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a brief history of our current organisation through its chairmen. They are detailed below:

## 2. THE CONSPIRACY LEADERSHIP

There have been seven leaders of the CONSPIRACY 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!

### 1954-58: SEROV

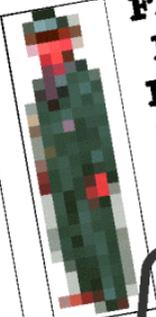
Ivan A. Serov headed the CONSPIRACY following Beria's killing and Stalin's death. His record was a tough one: rumour had it that he was responsible for the Katyn Forest Massacre back in 1940, and he was in charge of the ethnic cleansing of the Crimean Tatars in 1943-44. He had a long record of abuse 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 CONSPIRACY 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.



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### 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 CONSPIRACY. He, too, had a background in the Komsomol, and rose through the ranks to the Politburo Central Committee in 1967, becoming CONSPIRACY 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

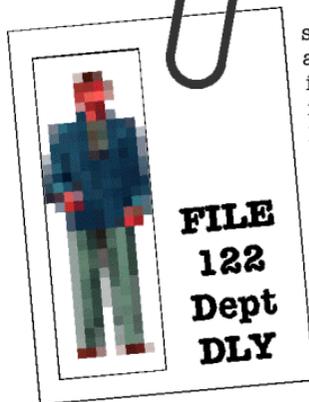
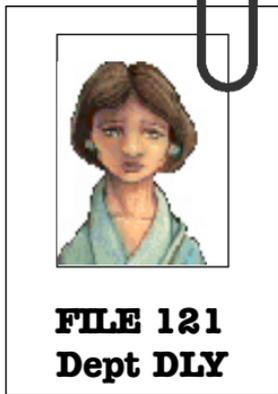
This Ukrainian security officer was already established in the CONSPIRACY in 1967, but did not become leader until 15 years later. He became a full member of the Politburo in 1985, and openly criticised Gorbachev's policy of glasnost in 1987. As a result, following the 1988 Party Conference, he was shifted 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 CONSPIRACY, 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 CONSPIRACY foreign activities by 1978. He is well known for his courtesy and culture, having been the first CONSPIRACY head to receive the US ambassador in his office and even appearing in a film showing the modern CONSPIRACY. 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 CONSPIRACY 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 CONSPIRACY is still an unwaveringly secretive organisation. Be careful in your methods and inquiries! Be polite with potential suspects unless methods of 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!

**MEMO TO:**  
**ORIGINATOR:**  
**DATE:**  
**DETAILS:**

**CAPT. MAKSIM RUKOV**  
**MAJOR VOVLOV**  
**14th AUGUST 1991**  
**THE CURRENT CRISIS**  
**AND GORBACHEV'S ROLE**



**FILE 123**  
**Dept DLY**

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 CONSPIRACY 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 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 CONSPIRACY, 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.



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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 CONSPIRACY Chief.

October: Gorbachev is nominally appointed President.

November: Unrest in the Baltic Republics.

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

### 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.



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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



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**Dept DLY**

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-semitite 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 CONSPIRACY 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.



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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.

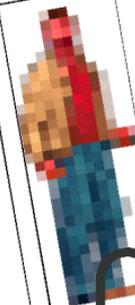
August: Gorbachev agrees to cut nuclear arsenals by a third - immediately. Alexander Yakolev, the architect of glasnost, resigns from the Communist Party because of 'pressure'.

### 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.

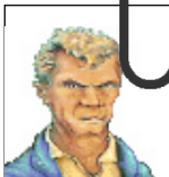
It is against this background that you have to make your investigations. Trust no one!



**FILE**  
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**DLY**

# CONFIDENTIAL MEMO

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



**FILE 129**  
**Dept DLY**

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 Cryo

**'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 Dublanquet**  
**Stephane Picq**  
**Remi Herbulot**

## For Virgin Interactive Entertainment (Europe) Ltd.

**'The Producer':** Daniel Marchant  
**'Assistant Producer':** Aron Phelan  
**'The American Producer':** Robb Alvey  
**'Tester One':** Paul Coppins  
**'Tester Two':** Richard Hewison  
**'Tester Three':** Justin Norr  
**'Tester Four':** Michael S. Glosecki  
**'Tester Five':** Danny Lewis  
**'Tester Six':** Eugene Martin

## 'The Three Marketeers':

**Matt Walker**  
**Patsy Chapman**  
**Danielle Woodyatt**

## 'The Builders':

**Catherine Spratt**  
**Robert McGrath**  
**Rosemarie Dalton**  
**Rizwan Khan**

## Others

**'The Handbook Writers':**  
**'The Translator' (French):**  
**'The Translator' (other languages):**  
**'The Package Designer':**  
**'The Manual Designer':**

**The Word Factory**  
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