

The secret collection of intelligence is said
to be the second oldest profession

SPIYCRAFT

8 x 48 min.

TARGET

THE TECHNIQUES
METHODS AND TECHNOLOGIES
USED IN ESPIONAGE

SPYCRAFT

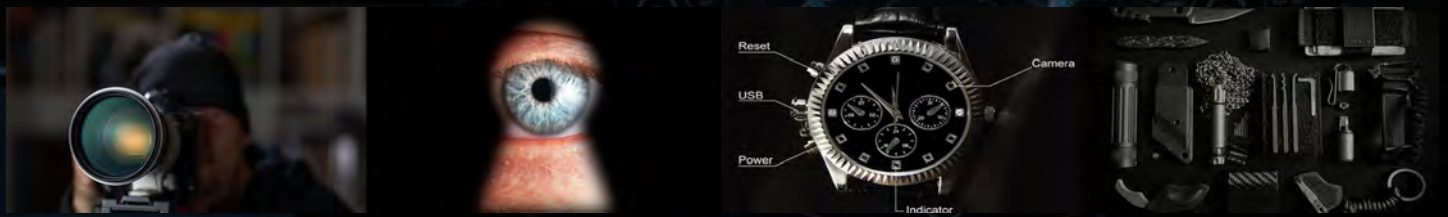
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Espionage and its many techniques, ingenious gadgetry and sheer cunning have been referenced in accounts from ancient Rome, Elizabethan England, the Cold War to modern day.

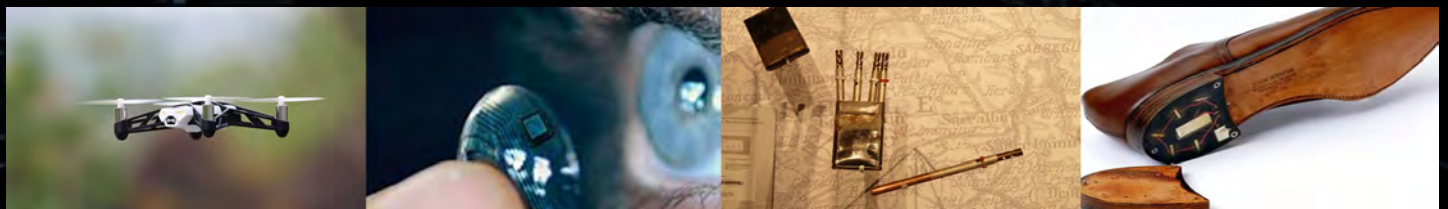
SPYCRAFT, a new one-hour, eight-episode series gives viewers an unprecedented look at the amazing and the agents that put them to use with accounts from ancient history to modern day intrigue.

Each episode opens up to a page straight out of a spy training manual to reveal the tactics and tools used in the shadowy world of double agents, defectors, moles, saboteurs, analysts [sexy-not sexy] and assassins. It's a mix of history, compelling story-telling, but mostly cutting-edge, super-cool technology - eye/mind candy for the conspiracy theorist, history buff, crime junkie and tech geek!



More than 25 former agents from the CIA, FBI and other agencies outside the U.S.

- > **Bob Wallace**, former CIA case officer and CIA Science and Technology expert
- > **Keith Melton** owner of the largest collection of spy gadgets in the world
- > **Mark Kelton**, former Deputy Director of Counter Intelligence at the CIA - he actually used the gadgets we'll be profiling - covert tools - miniature drones, dead drops, poison guns... you name it.



EPISODE STRUCTURE

Each episode of Spycraft will feature a specific tactic of espionage, whether it be assassinations using poison, clandestine communications, tracking capabilities, disguises, counter-intelligence, concealment techniques to showcase a variety of spycraft tools and the true spy operations that utilized them. Equipment and techniques for escape and evasion - hidden blades, M19 pipe concealing map and this cringer, the Rectal tool Kit. We'll include weapons for assassination - a favorite - the use of poison in a variety of deceptive scenarios using ingenious and shrewd methods to deploy them. These cutting-edge tools of the trade rely on every tech breakthrough - DNA, Satellites, lasers - as we highlight modern day capabilities and advancements of specific tactics and weaponry - bendable firearms that let the operator see and shoot around corners, and that thing we've all been waiting for - an invisibility cloak - its true, it's really happening! Our team of experts and consultants are the real deal, they've either been part of designing or producing these tools, actually used them in real life missions or are uber tech/history geeks who wish they had, but can tell you everything you ever wanted to know about them.

SPYCRAFT brings an entertaining mix of archival footage, stylized reenactments, compelling interviews with on location demos featuring the actual tools of the trade, along with our award winning graphic design partners to brand the series with a unique look and eye-popping CGI for an exciting and intriguing original series.

1. SPYCRAFT: The Art of Killing – Poison!

Intelligence agencies are sometimes ordered to assassinate individuals who are considered by their gov't to be a threat to national interests, one popular method used to kill has historically been poison. This episode takes a look at the many imaginative and shrewd ways poison has been used throughout history and present day to rid governments and their rulers of dissidents, rivals and enemies.



2. SPYCRAFT: Eyes in the Sky & High Tech Surveillance

The central task of an intelligence agency is to obtain secret information – the KGB had a directorate called the Operational Technical Department and now the SVR has the same. The CIA counterpart is the Operational Technical Department Service [OTS]. In Israel, Mossad employs technical experts known as marats for the same purpose. These operatives are the ears and eyes of the agency and they do their jobs using various devices. During the decades following WWII a CIA officer who wanted to record a meeting surreptitiously might be equipped with a listening device disguised in a pen.



3. SPYCRAFT: Codebreakers & Cyber Espionage

Coding as a means to hide messages and strategies of war has been around since Julius Caesar. was busy taking over the world. He needed a way of communicating his battle plans and tactics to everyone on his side without the enemy finding out so would write messages to his generals in code. Instead of writing the letter 'A', he would write the letter that comes three places further on in the alphabet, and so forth throughout the alphabet. Mary Queen of Scots would write letters to her co-conspirator Anthony Babington in a code using symbols, unfortunately for her the code was pretty easy to break. More sophisticated versions of this came about during World War II. The Enigma cipher machine invented in 1923 was a mechanized electronic device for enciphering and deciphering messages used during World War II by the Germans. The ability to break the cipher is seen by historians as a major actor in the allied victory in the war.



4. SPYCRAFT: Training and recruitment

Spies are recruited by different means according to their skills or abilities required, but Intelligence gathering is the domain of career intelligence officers, known as case officers and agents recruited by them. When working overseas they are usually attached to the staff at Embassies. Their primary task is the recruitment and control of agents for information gathering. Often personnel of foreign intelligence services and foreign embassy staff are targeted as they can be of most value if they can be recruited as moles, but anyone who has access is useful – chauffeurs, secretaries or maintenance staff. Soviet case officers were known to spend a lot of time in bars and clubs around Washington DC hoping to fall into the company of US government staff, military personnel or business people.



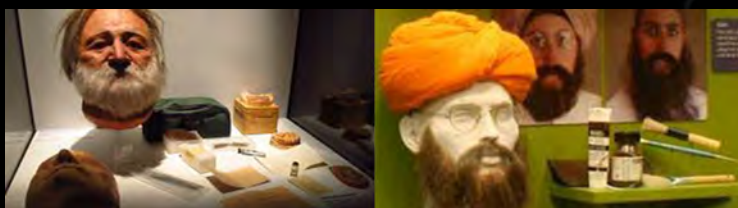
5. SPYCRAFT: Clandestine Collections

Intelligence derived from clandestine collection generally falls into three categories: human intelligence, signals intelligence, and photographic intelligence. Clandestine human intelligence is intelligence collected from human sources using clandestine espionage methods. HUMINT is an acronym for human intelligence collection.



6. SPYCRAFT: Disguises

American spies often use disguises to avoid being recognized and depend on specialized units within the CIA's Office of Technical Service to reproduce counterfeit travel documents and identification. Instead of fake beards and wigs, many work with "real names in plain sight." The "plain sight" part means you need a real reason to be wherever you're operating – say running a fake charity. More likely agents are NOCs – non-official cover workers, agents who exist in a nebulous position in which they work for a private company in a foreign country and secretly gather information for the CIA, but don't have the official protections that come with being a government agent. They range from former special ops folks who want to get back in the game to professionals like doctors who want to do something good for their country, to cyberpunk kids looking to get a thrill. They could turn up in any job -- they might run a bar and exchange free beer for information, for example.



7. SPYCRAFT: Counter-surveillance

The object of counter-surveillance is to detect hostile surveillance of personnel, meetings, safe houses or dead drops. Other aspects involve escape and evasion skills that include how to pick locks and escape handcuffs, how to escape rope, how to escape duct tape, zip ties and how to make your home or office virtually intruder-proof and how to tell if someone is lying, like a technique called "The Freeze." It works on the theory that people with a guilty conscience tend to move less. Another way is to observe the person's feet. Normal human behavior, if you're having a conversation, a person's feet are usually pointed directly at the other person, but if you ask a person a question that makes them uncomfortable, their feet are likely to be pointed towards an exit, so they can get away.



8. SPYCRAFT: Dead Drops

A dead drop is a pre-arranged location at which spies can leave information or from which they can collect instructions, cipher pads, microdot cameras, film, radio schedules and money. Spies use dead drops because they're safer than personal meetings. The sites used for dead drops must be inconspicuous but easy for the agents to find. The procedure for making a dead drop involves a series of signals which the controller and the agent use to ensure that an enemy is not involved or watching.





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