

OFFICIAL USE ONLY

AGENCY FORM NO. 1219A

JUNE 20, 1996

CLEARANCE REQUIRED

GENEVA SWITZERLAND

TO: ALL COPNET INVESTIGATORS:

EFFECTIVE IMMEDIATELY AND UNDER AUTHORITY VESTED BY THE INTERNATIONAL CONFERENCE OF NATIONS - DEPARTMENT OF FREEWORLD JUSTICE, RESOLUTION NO. UR86D; THE ESTABLISHMENT OF THE COPNET (Computer Operated Policing NETWORK) SYSTEM IS HEREBY INSTITUTED.

COPNET IS UNILATERALLY EMPOWERED AND LEGALLY CONSTITUTED TO INVESTIGATE, INTERROGATE, INDICT AND BRING CAUSE OF ACTION AGAINST ANY KNOWN OR UNKNOWN PERPETRATORS OF ACTS CONSIDERED ILLEGAL UNDER THE JOINT INTERNATIONAL CODE OF JUSTICE PROVISION OF THE ICN.

ALL COPNET AGENCY EMPLOYEES ARE, THEREFORE, NOTIFIED THAT OPERATIONS WILL COMMENCE AT 1200 HRS. ZULU, THIS DATE, AND ACCESS TO THE FOLLOWING WILL BE AUTHORIZED:

- \* AGENCY DATA BASES
- \* AGENCY REPORTS
- \* OFFICIAL DOCUMENTS
  - \* PUBLIC AND PRIVATE RECORDS
  - \* INTELLIGENCE FILES
  - \* INVESTIGATIVE AGENCIES

SPECIAL INVESTIGATOR ON-LINE INPUT TO THE COPNET CENTRAL COMPUTER MAINFRAME (CCCM) IS INSTITUTED AUTOMATICALLY UPON VERIFICATION OF THE APPROPRIATE ACCESS CODE(S). UTILIZATION OF ALL NETWORK AND AGENCY FUNCTIONS IS DERIVED SOLELY FROM THE CCCM INTERFACE. ALL EMPLOYEES WILL RESPOND DIRECTLY TO AUTHORIZED INSTRUCTIONS RECEIVED ON THEIR PC MODULES IN ACCORDANCE WITH STANDARD NETWORK PROCEDURES.

TODAY MARKS THE BEGINNING OF THE END OF UNPUNISHED CRIMINAL ACTS. BETA TEST RESULTS INDICATE THE FULLY OPERATIONAL COPNET SYSTEM WILL REVEAL ALL SIGNIFICANT CRIMINAL ACTS AND ORGANIZATIONS WITHIN 90-120 DAYS OF STARTUP. THE NEW AGE IN WHICH "CRIME DOES NOT REALLY PAY" IS ABOUT TO DAWN. WE ARE ALL A PART OF THIS NEW MILLENIUM.

MANAGING DIRECTOR,

Scanned and compiled by Underdogs Home of the Underdogs http://www.the-underdogs.org/

## THEORY OF OPERATION

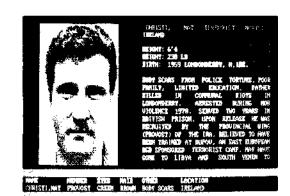
COPNET is a sentient, computer system of hardware and software capable of generating and presenting intelligent conclusions using the principles of inductive and deductive reasoning. The algorithms employed strictly conform to the NACSE standards for A.I. (Artificial Intelligence) adopted in March of 1992.

The human-to-COPNET interface is established via satellite between COPNET Central and independent investigator workstations throughout the free world.

The range and scope of the database accessible to COPNET approaches infinity. However, the scope of data which COPNET makes available to an investigator is bounded by the context of the investigator's currently assigned case. For example, if a bank robbery was being investigated then an inquiry into 'apples', say, would be denied by the system (unless apples were somehow related to the robbery). In addition to contextual constraints on data, COPNET is also designed to maintain the confidentiality of data unless COPNET itself determines that revealing such data will aid in the solution of the current case. Using the bank robbery example once more - an inquiry into the bank teller's personal life would most likely be denied unless COPNET determines, based on its "knowledge" of the facts surrounding the incident, that such information is relevant.

This program contains animated CINEMA-GRAPHS which employ the latest technology in still-frame/time-lapse photography. Recent break-throughs of 1996 in holographic laser image reproduction allow monochromatic movement of rapidly moving objects within the area of lens exposure. Hence, areas of activity will appear to move in the still photographs.

The nature of COPNET'S logical functioning requires the system to work from the premise that a particular suspect is "presumed guilty" and seeks to prove this guilt.



## INVESTIGATOR'S ROLE

Your function as an independent and stationary investigator is to bring case-related information to the "awareness" of COPNET. Your duties do not and must not extend beyond this function. COPNET and only COPNET will generate any commands or directives to mobile agents or other representatives of the law. All judicial decisions made by COPNET are considered final.

### **GETTING STARTED**

- ☐ Make backup copies of the original disks (refer to your DOS manual for the DISKCOPY command) and label the copies.
- ☐ If you have a floppy-drive system: Insert the backup Disk #1 into drive A: and type "A:" then press the ENTER key.
- ☐ If you have a 31/2" drive then insert the backup 31/2" disk into the drive and type the drive letter of that drive followed by a ":" then press the ENTER key.
- ☐ Type "SETUP" and press the ENTER key
  ☐ The first item you will be prompted for is a 20 character PASSPHRASE. You will be required to enter this phrase each time you LOGON to COPNET. The phrase could be anything you choose but should be, of course, something you will remember. Type in the PASSPHRASE without spaces the computer will beep when 20 characters have been entered. Some sample PASSPHRASES are:

"MARYHADALITTLELAMBIT" THERAININSPAINFALLSM" "ABCDEFGHIJKLMNOPORST"

☐ After entering your PASSPHRASE you will be prompted to enter your name and street address.

SYSTEM INITIALIZATION - HARD DISK
USERS
☐ Place disk #1 in drive A:
☐ From your hard disk type "CD\SIS" then press
ENTER.
☐ Type "PG" then press ENTER.
SYSTEM INITIALIZATION - FLOPPY DISK
USERS
☐ Place disk #1 in drive A:
☐ If you have a two-floppy system then place disk
#2 in drive B:
At the A> prompt type "PG" then press
ENTER.

#### INTERFACE

The COPNET interface is designed as an easy-to-use menu-driven system. The top line of every screen displays the name of the current function or process. The third line from the top is reserved for messages such as news bulletins. The bottom line of the screen displays the currently active keys and the line above that is the OPTIONS DESCRIPTION LINE which briefly describes the function of the highlighted menu option. Menu-options windows are displayed in the center of the screen. The menu windows are explained below

Near the bottom of the screen is the Communications Line Integrity Check (C.L.I.C.). The C.L.IC. constantly scans COPNET transmission frequencies for interference or unauthorized surveillance. Abnormal communications conditions will cause erratic scanner behavior.

## **NEW AGENT INSTRUCTIONS**

If you have never been involved in an interactive computer investigation before, you will need to establish certain methodologies for evidence examination and evaluation. Any information you receive may contain clues; however, most often, important solutions to the mystery are found by investigating people, places and things, (ie., for a document, enter the file number "1234"). Remember that specific information may not be available at one time, but may be available later. Or, you may receive different answers when investigating information at different times. Therefore, unless the response indicates that the investigation is continuing, you may want to request information on any subject more than once.

- 1.) Listen to the Audio Evidence Cassette. Determine, by careful and repeated examination, any information from this source which might prove to be of value for the resolution of this case, (ie., Wellington, Rather)
- 2.) Coordinate the activities of persons that may have participated in any aspect of the events prior, during, or after the crime.
- 3.) Closely examine photographs and note specifics of captions.
- 4.) Take note of national and world events. Some public activities may have a bearing on the investigative process.
- 5.) Maintain and update your case files as the investigation proceeds. These files will aid in the organization and perspective of your research and facilitate a more efficient mode of operation. Also COPNET and other administrative organizations will have access to these files and their contents will affect the decision-making process in formulating policy and specific resolve of the events of this case.
- 6.) The objectives of this investigation are to first determine the full nature of the crimes involved in the case, and, second, to bring those accountable for the violations to justice. The formal methods

used to this end are to reconstruct, from the evidence, the crimes, the plans, the execution and the aftermath of events, and to reveal the identities of any and all persons involved, directly or indirectly in the furtherance of this effort.

7.) Remember, the managing director of COPNET is there to help new investigators whenever he can.

#### MAIN MENU

Upon successful completion of the LOGON process the MAIN MENU window will be displayed. The options available from this menu are: COPNET COMMUNICATIONS, DATA BASE, DNA ANALYSIS, OPERATIONS GUIDE, and LOGOFF. These options are explained in more detail below.

## **COPNET COMMUNICATIONS**

Upon selection of COPNET COMMUNICA-TIONS from the main menu, the COMMUNI-CATIONS MENU will appear with the options: TRANSMIT and REVIEW and are described below.

## **TRANSMIT**

Investigators have at their disposal Free World Field Operatives. They can be assigned individually to collect intelligence anywhere in the world as the investigation requires. They are trained, experienced people and are directed by the authority of COPNET to execute the orders of the Investigator, foregoing any allegiance or association with any other department, agency, or person. They are covert operatives and are empowered to investigate, arrest, detain, or otherwise interact confrontationally with anyone as per COPNET imperatives.

Select the TRANSMIT option if your objective is to send an order to an agent. The nature and structure of the order must be very specific and must fall within the category of either a person. place, or thing. If a person is to be investigated

## **NEW AGENT INSTRUCTIONS**

then the order must be the full name of the person in the form: LASTNAME FIRSTNAME (e.g. DOE JOHN). Do not separate with a comma.

If a place is to be investigated, then a single, specific location must be entered. A house, apartment, or building requires an address in the form: number street, city (e.g. 1499 CARLSON, LONDON). If the place is a name (e.g., CLARINGTON HOTEL), then enter the name exactly as you find it in your source.

A thing must also be specific and not general. However, this category is difficult to predict or confine, and only experimentation will guide the investigator here. The best rule-of-thumb is the source of the item. If it is found in a file, write it as found. If it is something in a picture or audio file, then use your discretion.

When the order is typed to satisfaction, press the <Enter> key. If the order is acceptable, it will be acknowledged, otherwise you will receive the message "NEED-TO-KNOW BASIS ONLY" (see COPNET THEORY OF OPERATION).

The time required for an agent to execute an order varies considerably with the nature of the order and the location of the agent. Some investigations may take several hours while others take only seconds.

## **REVIEW**

Select REVIEW from the COMMUNICATIONS menu and a window will display with the options: NEWS, COPNET, and INVESTIGATIONS.

All messages viewed to date will display in the MESSAGES window. Note that the messages do not necessarily occur in their original sequence.

After reviewing a message, press the PgDn key to review another message or press F9 to exit. When all messages of the type have been reviewed, you will be automatically returned to the REVIEW MENU

## **DATABASE**

Upon selecting DATABASE from the MAIN MENU, the DATABASE MENU will appear with the options: DOSSIERS, PHOTOGRAPHIC, and AUDIO TRANSCRIPTS. These data types are described below

### **DOSSIERS**

Upon selection of the DOSSIERS option from the DATABASE MENU a menu will display with all (if any) available dossiers. Position the cursor on the dossier to be examined using the up/down arrow keys and press the <F10> function key. Any hidden items will scroll up into the window by pressing the down arrow key at the last name displayed. Textual information and possibly a photograph will be displayed. Use <PgDn>/<PgUp> if there is more than one page of information.

## **PHOTOGRAPHIC**

Select the PHOTOGRAPHIC option from the DATABASE MENU for the display of any available photos. Once a photo is displayed you may "ZOOM" in on the photo by pressing the F10 key and then "SCAN" by using the cursor arrow keys. A caption for the photo may be toggled by pressing the F7 key.

## **AUDIO**

Select the AUDIO option from the DATABASE MENU to display transcripts of the audio evidence file (also on cassette).

## **DNA MENU**

Select DNA from the MAIN MENU and a DNA MENU will display with the options: DNA ANALYSIS and DNA COMPARISON. These options are described below

## NEW AGENT INSTRUCTIONS

## DNA ANALYSIS

Select DNA ANALYSIS and a DNA ANALY-SIS ACTIVITY screen will display. If an analysis is currently in progress you may abort the analysis by pressing the ESC key or press F9 to exit back to the DNA MENU (the analysis will continue).

Two DNA molecules may be analyzed simultaneously. To specify a molecule for analysis, you will be prompted at the bottom line of the screen. Enter the name of the object or person in the same method used for specifying investigations. If an analysis has already been performed on the item, you will be informed of the DNA RECORD ID for that item (see DNA COMPARISON). If the item entered is acceptable by COPNET, then the analysis will commence and you will be prompted to enter the second item if so desired.

#### NOTE:

THE GENETIC "FINGERPRINT" OF EACH HUMAN BEING IS DIFFERENT AND IS COMPLETELY CONTAINED IN EACH CELL OF THE LIVING ORGANISM. EACH DNA MOLECULE IS A TWO-STRANDED CHAIN WOUND AROUND ITSELF TO FORM A DOUBLE HELIX. THE STRANDS ARE MADE UP OF A SERIES OF ALTERNATING UNITS COMPOSED OF A SUGAR, PHOSPHATE AND NITROGENOUS BASE. THESE SUGAR-BASE PHOSPHATE GROUPS ARE CALLED NUCLEOTIDES. THE TWO STRANDS OF THE HELIX ARE LINKED LADDERWISE BY THEIR BASE GROUPS. THE SPECIFIC SEQUENCE OF THESE "RUNGS" DETER-MINE THE UNIQUE GENETIC CODE OR "FINGERPRINT" OF EACH CELL OF A SPE-CIFIC INDIVIDUAL. THEREFORE, CROSS MATCHING THE SEQUENCE OF "RUNGS" IN DNA MOLECULE SAMPLES CAN PRO-VIDE IDENTIFICATION BEYOND RANDOM STATISTICAL OCCURRENCE.

COPNET HAS SUBSTANTIAL INDIVID-UAL DNA RECORDS ON FILE IN ITS DATA BANKS. WHERERECORDS AREUNAVAILABLE, COPNET AGENTS MAY BE SENT TO ACQUIRE SAMPLES COVERTLY OR OVERTLY BY OBTAINING SPECIMENS OF SUBJECT'S HAIR, SKIN, FINGERNAIL, BLOOD, ETC. THE TIME TO OBTAIN SPECIFIC SAMPLES WILL VARY DEPENDING UPON ACCESS TO SUBJECT. THE TIME REQUIRED TO ANALYZE THE NUCLEOTIDE PAIRS DEPENDS PRIMARILY ON THE TYPE OF ORGANISM.

## DNA COMPARISON

At the left side of the screen is displayed a window with a list of available DNA-RECORD ID's. Highlight a record you want to participate in the analysis using the up and down arrow keys and then press F10. Press the TAB key and select the second record in the same manner.

The left and right arrow keys will scroll the active DNA "fingerprint" strip in that direction. Holding down the right shift key while pressing a left/right arrow key will move both strips simultaneously. Where both strips match identically at the center of the strips, an indicator light will go on. The light will be off otherwise. COPNET will be aware of your activities and will use the information in its calculations and conclusions.

Press the TAB key to change the active strip. You may select a different DNA record at any time with the up/down arrow keys and the F10 key.

## **OPERATIONS GUIDE**

Select OPERATIONS GUIDE from the MAIN MENU for these online COPNET user's instructions.

### **LOGOFF**

Select LOGOFF from the MAIN MENU when you wish to leave the system and return control to DOS.

IMPORTANT: Always exit COPNET by selecting the LOGOFF option.

DO NOT TURN OFF YOUR COMPUTER BEFORE LOGGING OFF.

## SAVING A GAME IN PROGRESS

It is recommended that you periodically make a backup copy of the game in case you lose. By doing so, you may simply return to a previously backed-up game instead of starting from the beginning.

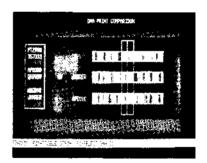
To create a backup copy of a game, type BACKUPPG gamename where "gamename" is any name you choose which is eight characters or less. See RETURNING TO A SAVED GAME below.

## RETURNING TO A SAVED GAME

To return to a previously saved game (SEE ABOVE) type GOBACKPG gamename where "gamename" is the name you entered when you saved the game.

## RE-STARTING FROM THE BEGINNING

You may start from the very beginning of PRESUMED GUILTY! simply by typing RESET and pressing the ENTER key (you will not have to run SETUP again, but you may, if you wish).







# AGENT'S CASE FILE WORKBOOK CA36W

## NEW AGENT INSTRUCTIONS:

THE SEQUENCE IN WHICH EVENTS OCCUR DURING A CRIMINAL INVESTIGATION IS OFTEN AS SIGNIFICANT AS THE EVENTS THEMSELVES. THEREFORE, IT IS DESIRABLE TO MAINTAIN RECORDS OF THE FLOW OF INFORMATION IN ORDER TO DETERMINE CERTAIN SUBTLE INTERRELATION-SHIPS BETWEEN SUSPECTS AND OCCURRENCES. THE ACFW IS DESIGNED TO FACILITATE THAT FUNCTION. DO NOT ALLOW THE SIZE OF THE WORKBOOK TO LIMIT YOUR INVESTIGATION, BUT RATHER USE IT AS AN OUTLINE TO EXPAND YOUR EFFORTS.

ONCE HAVING GIVEN AN INDIVIDUAL, REPORT, ORGANIZATION OR EVENT A CATALOG NUMBER, YOU MAY CONTINUE TO REFER TO THE PERSON, PLACE OR THING BY ITS APPROPRIATE DESIGNATION IN THE WORKBOOK ONLY.

MAKE CERTAIN THAT AFTER YOU HAVE LOGGED INFORMATION INTO YOUR ACFW, YOU TRANSMIT ANY INQUIRIES YOU MIGHT HAVE THROUGH YOUR COPNET COMPUTER INTERFACE AND APPROPRIATELY CON FIRM THOSE REQUESTS IN THE WORKBOOK I.R. (INFORMATION REQUESTED) COLUMN. (THIS INCLUDES AUDIO CASSETTE EVIDENCE).

ONCE YOU HAVE OBTAINED SUFFICIENT INFORMATION CONCERNING INDIVIDUALS TO DETERMINE THEIR STATUS AS A SUSPECT, YOU MAY WISH TO CREATE A FLOW CHART OF EVIDENCE REGARDING THEM. AGENTS WHO ARE INTERESTED IN DEPARTMENTAL COMMENDATION AND PROMOTION WILL KEEP AN ENTIRE AND COMPLETE CASE FILE FLOWCHART.

-ROYTORRANCE

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