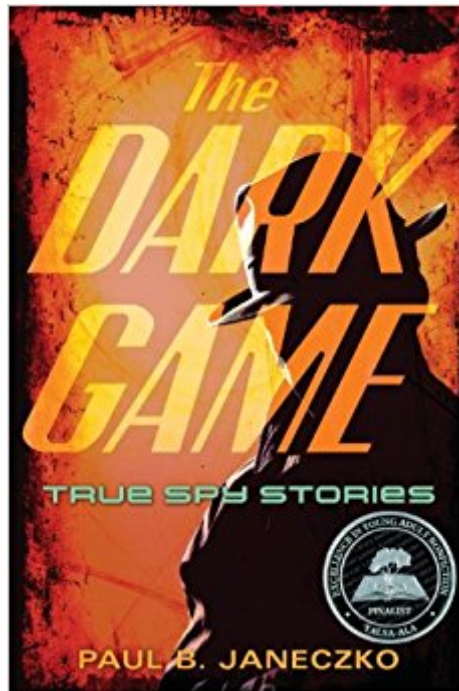




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The Dark Game: True Spy Stories From Invisible Ink To CIA Moles



Synopsis

From clothesline codes to surveillance satellites and cyber espionage, Paul B. Janeczko uncovers two centuries' worth of true spy stories in U.S. history. Ever since George Washington used them to help topple the British, spies and their networks have helped and hurt America at key moments in history. In this fascinating collection, Paul B. Janeczko probes such stories as that of Elizabeth Van Lew, an aristocrat whose hatred of slavery drove her to be one of the most successful spies in the Civil War; the "Choctaw code talkers," Native Americans who were instrumental in sending secret messages during World War I; the staggering engineering behind a Cold War tunnel into East Berlin to tap Soviet phones (only to be compromised by a Soviet mole); and many more famous and less-known examples. Colorful personalities, daring missions, the feats of the loyal, and the damage of traitors are interspersed with a look at the technological advances that continue to change the rules of gathering intelligence.

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Customer Reviews

Gr 5-8 Since the Revolutionary War, espionage has created fascinating scenarios involving some quite unlikely participants. From Benedict Arnold and Mata Hari to the lesser-known Elizabeth Van Lew and Juan Pujol, Janeczko delves into their stories with delicious detail, drawing readers into a world of intrigue and danger. Did you ever wonder why invisible ink works? How a code breaker deciphers a message? Or whether dentistry could affect a secret agent's success? The answers to these questions and more can be found here. Each chapter covers a historical era

and chronicles the maturation of spying, while primary-source photographs are interspersed throughout, lending an authentic feel to each section. A complete bibliography and source notes appear at the end. Janeczko manages to stay true to history while still keeping a lively tone. Kelly McGorray, Glenbard South High School, Glen Ellyn, IL
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Best known for his award-winning poetry titles, Janeczko has a long-held fascination with the shadowy world of espionage, which he explored in *Top Secret: A Handbook of Codes, Ciphers, and Secret Writing* (2004). Here he revisits cryptology basics and other intelligence-gathering techniques, but his main focus is on the spies themselves, and in a fascinating series of profiles, he presents notorious spooks, from the Revolutionary War to the cold war, closing with Soviet moles Aldrich Ames and Robert Hanssen. A final passage briefly covers twenty-first-century developments, such as cyber espionage, but, as Janeczko says, the post-9/11 intelligence world is “a subject for another book.” A few portraits and reproductions of code charts illustrate, but this title relies mostly on Janeczko’s graceful, exciting storytelling to draw kids’ interest. With well-chosen subjects (including many women and African Americans who used their marginalized positions to gather information) and contagious enthusiasm for the spy world’s tantalizing mysteries, this makes a strong choice for both avid and reluctant readers alike, and appended source notes and a bibliography bolster the curricular appeal. Grades 6-10. --Gillian Engberg --This text refers to an out of print or unavailable edition of this title.

The Dark Games is an excellent non-fiction book written by Paul B. Janeczko. The book is broken up into each war the United States has been part of and discusses espionage during that war. With each war you learn surprising details of what was happening behind closed doors. You are also introduced to different spies that you have never read about in history books. The most intriguing information is the amount of female spies throughout the revolutionary and civil war. The book has many twists and turns that make you rethink what you knew about history. You are also introduced to the evolution of spying technology and methods. As you read through each war, you can see the difference in methods of communications from the revolutionary war to the world wars. You can also see the advancement of technology that spies used from invisible ink to morse code. This book reveals a side of history that we don’t get to read about in school and if we did we probably wouldn’t

sleep through history class anymore. The fact that this spy book is non-fiction makes it that much better. This page-turning novel brings you into a secret part of history that we didn't know existed.

A good informative book, but it's ALOT of information to take in....it also wanders off from the spy theme of the book to just history facts which is kind-of annoying. It wasn't a bad book though, it was pretty decent over-all.

Interesting tales about life as a spy.

I love this book is amazing. I recommend it to anybody who is interested in military, spots, war or mystery books.

great

Enjoyable reading.

The context of the book is incomplete - missing last pages. Index indicates, at least, 244 pages, but book ends on page 216 with incomplete sentence.

The Dark GamePaul B. Janeczko wrote *Top Secret - A Handbook of Codes, Ciphers, and Secret Writing*. This 249-page book has six chapters, *Source Notes*, *Bibliography*, *Credits*, and *Index*. Many of the sixty-plus books won't be found in your Public Library. Janeczko liked to read books on crime and detection, the FBI, the Secret Service, and Treasury Agents. This is an educational and entertaining read. The best value is its Bibliography of books that go into more detail. Chapter 1 discusses the Culper Spy Ring that provided information to George Washington. This prevented defeat and won battles. Benjamin Franklin created propaganda to aid the Revolution. Benedict Arnold's character led him into treason. Invisible ink was used to hide secret messages. Chapter 2 tells about the Civil War. Elizabeth Van Lew nursed Union prisoners and gathered information that was sent to the Union Army. She also helped prisoners to escape. The Union created a Balloon Corps to gather information on enemy forces. The telegraph allowed quick communication. There was a "clothesline" code and a

“window-shade” code. Rose O’Neale Greenhow lived in Washington and gathered information for the Confederates. She continued to do so after house arrest. A black housekeeper brought news of the CSS Virginia, an ironclad ship. Harriet Tubman was the most important spy; she helped runaway slaves and escaped Union soldiers to go to the North. The Great War is described in Chapter 3. This begins with the Revolution in Mexico. There was trouble along the border and a civil war in Mexico. Germany intervened in Mexico. The “Bridgeport Projectile Company” is described (p.87). Saboteurs created fires and explosions with “cigar” bombs. The “Black Tom” explosion was the worst. [Read “The Enemy Within” by Henry Landau for the best description.] The solution of the Zimmermann Telegram brought the US into the war (pp.104-115). Choctaw Indians spoke a language that could not be understood by the enemy. Chapter 4 tells about some events of WW II. FDR created the OSS as a central intelligence agency to share information. Virginia Hall was one of the most successful spies. Spies need support: false documents and real cash. Agent “Garbo” was the greatest double agent of WW II. OSS training is described (pp.150-155). Chapter 5 discusses Cold War Spies. A tunnel was built in Berlin to tap Soviet telephone lines. The U-2 spy plane was built to gather information on Soviet capabilities (the “bomber gap”). On May 1, 1960 a U-2 plane malfunctioned and crashed in Russia. This caused the cancellation of the Summit conference. There was a clever listening device in our ambassador’s residence. Chapter 6 tells about “moles”, employees who worked for the enemy. One worked for the CIA, another for the FBI. Cyber-Espionage is a threat to everyone who uses a computer attached to the Internet. [Defective design?] A virus in e-mail is hard to detect. [Never open an attachment from someone you don’t know.] Spy Satellites take pictures all over the world. They also handle television signals, telephone calls, and weather reports. GPS devices use signals sent from a satellite. Echelon satellites take pictures and listen to communications, even e-mails. Groundbreaker satellites listen to ground-line conversation. [No mention of monitoring traditional written communications. Does this also goes on?]

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