

FLYING ARMED TARGETS

The number of targets and which threat appears is random. Each scenario is different and may have one or all of the targets in any order.

Beware, the threat(s) have guns and will shoot at you!

With each scenario, there is two situations. One is the actual action situation that is to be shot and the other is a short little clip showing which targets are the threats and which is the innocent.

Each scenario has a random number of Innocent targets but will always at least have one. They may be moving or stationary in a seat.



Threat I



Threat II



Threat With Hostage



Innocent

FLYING ARMED 001 (MOVING)

DESCRIPTION: The Pre-release is a single screen scenario. The single screen version has nine scenarios aboard an airplane where suspect and innocent targets appear from behind seats as you move from fore to aft of the cabin.

PROLOGUE: Displays the innocent and suspect targets.



Interactivity:

The objective of these nine target scenarios is to shoot the suspects only. If an innocent is shot, a message displays, “An innocent was shot,” and the scenario ends. Keep in mind that some innocent targets appear behind a suspect target. If a suspect target is shot during these moments the scenario will end with the innocent being shot.

If a successful hit is made on a suspect target, the suspect target or targets in the group will disappear and you will move onto the next target or group of targets.

The scenarios can be played in one complete run from fore to aft or independently. If you choose to run through all the scenarios, you move to the next scenario in line as you successfully complete each one. If you choose to play an independent scenario, only that scenario is played.

Targets:



Scenarios:



The Start of Scenario 1



The Start of Scenario 2



The Start of Scenario 3



The Start of Scenario 4



The Start of Scenario 5



The Start of Scenario 6



The Start of Scenario 7



The Start of Scenario 8



The Start of Scenario 9

FLYING ARMED 002 (MOVING FORE)

DESCRIPTION: As you come to each stop, four in total, you encounter various targets.

If the correct target(s) is shot the situation will advance to the next level or move forward in the plane.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Stop 001



Stop 002



Stop 003



Stop 004

FLYING ARMED 003 (FORE CENTER)

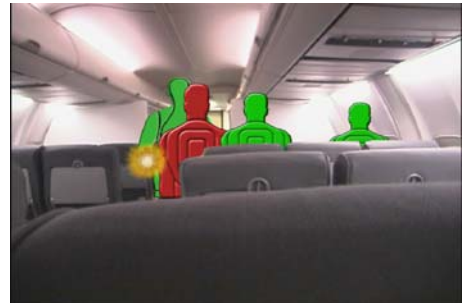
DESCRIPTION: You are sitting in a seat next to the aisle of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



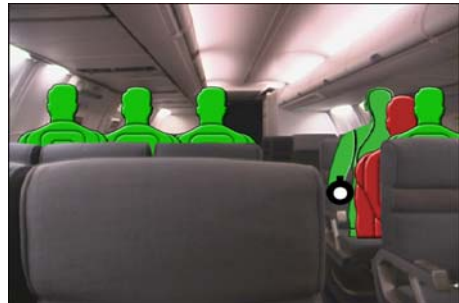
Incident 003

FLYING ARMED 004 (AFT CENTER)

DESCRIPTION: You are sitting in a seat next to the aisle of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

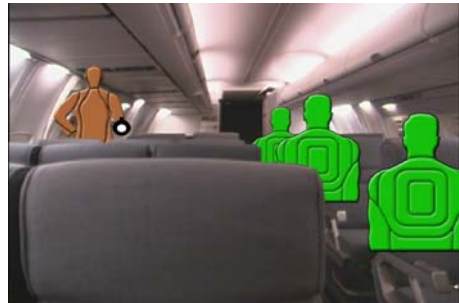
If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



Incident 003

FLYING ARMED 005 (FORE LEFT)

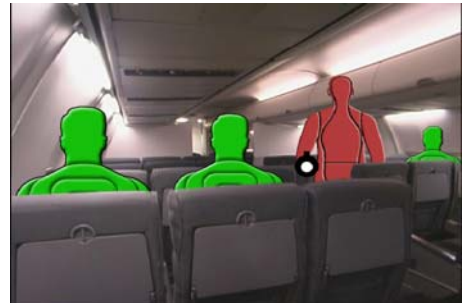
DESCRIPTION: You are sitting against the window on the left side of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



Incident 003

FLYING ARMED 006 (AFT LEFT)

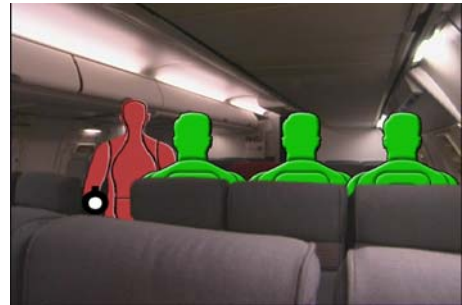
DESCRIPTION: You are sitting against the window on the left side of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



Incident 003

FLYING ARMED 007 (AFT RIGHT)

DESCRIPTION: You are sitting against the window on the right side of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



Incident 003

FLYING ARMED 008 (FORE RIGHT)

DESCRIPTION: You are sitting against the window on the right side of the plane. You encounter three different instances where targets pop up, fly in, and come around the corner. The number of targets, where they come from and in what order is purely random.

If the correct target(s) is shot the situation will advance to the next level.

If an incorrect target is shot the situation will continue on as though no shot was fired.



Incident 001



Incident 002



Incident 003