

Blackjack Table



Prologue: None

Scenario Action: You approach the pit boss of the blackjack tables. The pit boss informs you that he wants a man 86 from the table. The scene then continues to the looping scene called Pit Boss (Loop).

Scenario Branching:

Pit Boss (Loop)

Available Overrides Branches:

HE'S COUNTING CARDS: The pit boss informs you that the man is counting cards and being disruptive to the table. You then approach the man at the table. The scene then goes into to the looping scene called "Man is Confronted (Loop)." The scene will loop infinitely until the "Man Turns" override is selected.

Available Override Branch:

Man Turns: The man turns, responds to you, gets up from the table and moves to sit down at an empty table. The scene then continues to the looping scene called Q&A (Loop)

Q&A (Loop)

Available Overrides Branches and Responses:

Q&A Main (End Scene)

CAN I PLAY ANYTHING!

CAN I PLAY SOMETHING ELSE!

I DONT KNOW!

Man Leaves (End)

NO!

YES!

Guest NO!

Guest REGULAR!

Guest VIP!

Q: Name?

Q: Spell? J a n a p o p u r o p u l u s

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PRI Sim and JETS Scenarios

Confront Man: You don't hear the counting cards explanation from the bit boss. You then approach the man at the table. The scene then goes into to the looping scene called "Man is Confronted (Loop)." The scene will loop infinitely until the "Man Turns" override is selected.

Available Override Branch:

Man Turns: The man turns, responds to you, gets up from the table and moves to sit down at an empty table. The scene then continues to the looping scene called Q&A (Loop)

Q&A (Loop)

Available Overrides Branches and Responses:

Q&A Main (End Scene)

CAN I PLAY ANYTHING!

CAN I PLAY SOMETHING ELSE!

I DONT KNOW!

Man Leaves (End)

NO!

YES!

Guest NO!

Guest REGULAR!

Guest VIP!

Q: Name?

Q: Spell? J a n a p o p u r o p u l u s

Note: All override scenes that have the words (End Scene) or (End) indicate that the scenario will end if selected as an override during the scenario.

Craps Table



Prologue: As you arrive at the craps tables a cocktails waitress approaches you and request that you check the ID of a young man she believes to be under age. She then takes you to the pit boss who informs you he is to busy and asks you to handle it please.

Scenario Action: You move to the end of the craps table to observe the game and confront the young man. The scene then continues to the looping scene called Watching the Game (Loop).

Scenario Branching:

Event Zone: Not Gambling: During the time in the scene, after you have talked to the Pit Boss and have moved to the position at the end of the table an event (Not Gambling) will play in the PRISim event log. This is purely a marker to allow the instructor to return to this point in the scene. To show the trainee that the young man has no chips in front of him all the instructor needs to do is click on the event in the playback log.

Watching the Game (Loop)

Available Overrides Branches and Responses:

Game Disrupted! (End)

Man Moves Away from the Table: The young man then moves away from the table and leans against the wall to talk to you. The scene then continues to the looping scene called Q&A (Loop).

Watching Game (End Scene)

Q&A (Loop)

Available Overrides Branches and Responses:

I DONT HAVE TO SHOW YOU ANYTHING! (End)

I DONT KNOW!

I GOT TO GO! (End)

I THOUGHT YOU WANT TO TALK! (End)

ID!

NO!

YES!

Guest VIP!

Guest NO! (End)

Q: Name?

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PRISim and JETS Scenarios

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Domestic Dispute



Prologue: You exit the stair well and proceed down the hall. Yelling is heard in the distance. As you approach the room other guest in the hall speak to you. You then arrive at a guest room where loud yelling is heard.

Scenario Action: You are standing outside the door listening to the loud yelling that is unfolding with in the room. The scene then continues to the looping scene called Loud Argument (Loop).

Scenario Branching:

Loud Argument (Loop)

Available Overrides Branches and Responses:

Loud Argument (End Scene)

Man Comes Out Yelling: Man opens the door and begins yelling. He eventually walks off down the hallway. After fading to black the scene continues to the Enter Room (Loop).

Backup Security: A backup security officer arrives and says, “I’m kind of new at this so just tell me what to do”. The scene then continues to the looping scene called Backup Security (Loop1).

Enter Room (Loop)

Available Overrides Branches:

Enter Room with Woman?: The scene fades up from black and the woman is seen standing at the room door. She invites you in to talk. As you move towards the door, the scene pauses as she turns away and continues to the looping scene called Enter Room with Woman (Loop)

Note: To stop the scenario in Enter Room (Loop) you must click the PRISim “Stop” button.

Enter Room with Woman

Available Overrides Branches:

Enter Room: The scene continues and you enter the room with the woman. After entering the room the scene then continues to the Q&A (Loop)

End: This override scene ends the scenario by fading to black on the paused frame.

Backup Security (Loop1)

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Available Overrides Branches and Responses:

Backup Security (Knocks): The backup security then knocks on the door. The yelling stops and a man answers the door. He informs you that it just a family dispute and everything's just fine. The scene then continues to the looping scene called Backup Security (Loop2).

Backup Security (Loop2)

Available Overrides Branches and Responses:

Backup Security (Separates Couple): The backup security invites the man to step outside the room to separate the couple. The woman then invites you inside the room to talk. Once you sit down at the chair the scene then continues to the looping scene called Q&A (Loop).

Q&A (Loop)

Available Overrides Branches and Responses:

YES!

NO!

NO, I don't need medical attention!

Yes, but... (End)

Yes, he hit me!

I DONT KNOW!

Note: As each override response above is chosen remaining responses are available to choose from during the response scene before the scene loops back to the Q&A (Loop).

Chosen Response: I DONT KNOW!

Available Overrides Branches and Responses:

YES!

NO!

NO, I don't need medical attention!

Yes, but... (End)

Yes, he hit me!

Chosen Response: NO!

Available Overrides Branches and Responses:

YES!

NO, I don't need medical attention!

Yes, but... (End)

Yes, he hit me!

I DONT KNOW!

Chosen Response: NO, I don't need medical attention!

Available Overrides Branches and Responses:

YES!

NO!

Yes, but... (End)

Yes, he hit me!

I DONT KNOW!

Chosen Response: Yes, but... (End)

Available Overrides Branches and Responses:

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YES!
NO!
NO, I don't need medical attention!
Yes, he hit me!
I DONT KNOW!

Chosen Response: Yes, he hit me!

Available Overrides Branches and Responses:

YES!
NO!
NO, I don't need medical attention!
Yes, but... (End)
I DONT KNOW!

Chosen Response: YES!

Available Overrides Branches and Responses:

No override branches are available because the response is too short.

Note: All override scenes that have the words (End Scene) or (End) indicate that the scenario will end if selected as an override during the scenario.

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Female Down

(NOTE: This scenario is not available in the JETS application.)



Prologue: You are walking down a narrow hall way. As you turn the first corner a shoe is seen on the floor. As you continue around the second corner a man is seen kneeling. He looks your way and then stands up to move down the hallway before stopping. Facing away from you. As he stands up to move a female is seen lying halfway out of a door way. As you approach the woman and kneel the man, still facing away, can be seen looking through a small bag he had picked up from the floor near the woman.

Scenario Action: As you stand, the man continues to look through the bag. After a few moments he looks your way, pausing for another moment before walking off down the hall and disappearing through a doorway at the end. The focus is then returned to the woman lying motionless on the floor.

Scenario Branching:

Man is Observed (Loop)

Available Override Branches:

Man is Confronted: The man looks your way, pausing for moment before walking off down the hall and disappearing through a doorway at the end. The scene then continues to the looping scene called Man is Confronted (Loop).

Man Leaves: The man walks off down the hall and disappears through a doorway at the end.

Man is Confronted (Loop)

Available Override Branches:

Man Leaves 2: The man walks off down the hall and disappears through a doorway at the end.

Man Leaves to Call 911: The man says he doesn't know the woman and will go to call 911 before walks off down the hall and disappears through a doorway at the end.

Man Attacks with a Knife: The man turns to face you while pulling out a knife. He says, "You want some of this, why don't I just cut you" as he attacks you with the knife.

Fatal Shot Branch: Man is shot and falls to the ground

Note: The Fatal Shot Branch is not available in the JETS application.

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PRI Sim and JETS Scenarios

Impaired Subject



Prologue: As you are moving through the casino you are approached by two woman who need help finding their way out of the building. You pause for a moment with them and then continue to meet the bouncers who are bringing the impaired woman down the elevator.

Scenario Action: A woman is escorted out of the elevator by two bouncers. She falls back to the wall and is helped by the bouncers to the floor. They then leave informing you that they are busy and to call them if you need anything. Your back security arrives, he indicates that he dosen't smell any alcohol on her breath. A wheel chair is brought in and the woman is helped up into the chair after which the backup security asks you, "What do you want us to do?" The scene then continues to the looping scene called What do you want use to do? (Loop).

Scenario Branching:

What do you want to do? (Loop)

Available Override Branches:

End Scene

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PRI Sim and JETS Scenarios

Sleeper



Prologue: You are informed by a cocktail waitress that a woman has been sleeping at a slot machine for about an hour.

Scenario Action: As you approach the woman she is sleeping. The scene then continues to the looping scene called Wake Up (Loop)

Scenario Branching:

Wake Up (Loop)

Available Overrides Branches:

Wake Up (End Scene)

Woman Wakes Up and Turns Away: The woman wakes up but is still facing away. The scene then continues to the looping scene called Q&A Turned Away (Loop).

Q&A Turned Away (Loop)

Available Overrides Branch and Responses:

Q&A Turned Away (End Scene)

NO!

Woman Turns: The woman then turns to face you. The scene then continues to the looping scene called Q&A Turned Towards (Loop).

Q: Are you a hotel guest? Response: I EM!

Q: Do you have a room? Response: YES I DO!

Q&A Turned Towards (Loop)

Available Overrides Branches and Responses:

Q&A Turned Towards (End Scene)

ALL RIGHT I'LL GET UP! (End)

DO I HAVE TO LEAVE!

I CAN STAY!

I DON'T FEEL LIKE IT!

I DONT KNOW!

I'VE BEEN PLAYING!

I'M JUST RESTING!

NO!!

Q: SICK!

Hotel Security 1

PRI Sim and JETS Scenarios

WHAT DO YOU WANT ME TO DO!

YES!

Q: Are you sleepy? NO!

Q: Is Anyone with you? MY HUSBAND!

Note: All override scenes that have the words (End Scene) or (End) indicate that the scenario will end if selected as an override during the scenario.

Suspicious Package



Prologue: You approach the reception area where a reported bag has been left. You are greeted by the supervisor.

Scenario Action: The scene starts in a continuous looping scene called Q&A Main (Loop). The supervisor stands there waiting for you to ask her questions.

Scenario Branching:

Q&A Main (Loop)

Available Overrides Branches and Responses:

I DONT KNOW!

THIS IS ALL YOURS!: This override continues the scenario to the looping scene called What's Next1 (Loop). During the time the supervisor is move people out of the scene the package can be detonated by an instructor override.

Override Branch: Explosion (Generic)

YES!

Q: What Happened?

Q: Description?

Q: Direction?

Q&A Main (End Scene)

Explosion1

Backup Security (Loop)

Available Overrides Branches:

IS THAT THE PACKAGE!

OK, I'LL TAKE CARE OF IT!: This override continues the scenario to the looping scene called What's Next2 (Loop).

Explosion (Generic)

Backup Security Approaches Package

Available Overrides Branches:

Backup Security Moves Away from Package: This override continues the scenario to the looping scene called What's Next3 (Loop).

Explosion (Generic)

Explosion (Security Touching Package)

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PRI Sim and JETS Scenarios

What's Next1? (Loop)

Available Overrides Branches:

Backup Security Arrives: The Backup Security arrives and asks you, "Hey, what do we got here?" The scene then continues to the Backup Security (Loop) override sequence:

Available Overrides Branches:

IS THAT THE PACKAGE!: After this response the scene returns to the Backup Security (Loop) override sequence.

OK, I'LL TAKE CARE OF IT!: The backup security officer gives this response and exits the scene. The scenario then continues to the looping scene called What's Next2 (Loop).

Explosion (Generic)

Backup Security Approaches Package: This override continues the scenario to the Backup Security Approaches Package override sequence:

Available Overrides Branches:

Explosion (Generic)

Explosion (Security Touching Package)

Backup Security Moves Away from Package: The scenario continues to the looping scene called What's Next3 (Loop).

Explosion2

Bomb Dog - ALL OK!

Available Overrides Branches:

Explosion (Generic)

Bomb Dog - IT'S A HIT!

Available Overrides Branches:

Explosion (Generic)

What's Next2? (Loop)

Available Overrides Branches:

Backup Security Approaches Package: This override continues the scenario to the Backup Security Approaches Package override sequence:

Available Overrides Branches:

Explosion (Generic)

Explosion (Security Touching Package)

Backup Security Moves Away from Package: The scenario continues to the looping scene called What's Next3 (Loop).

Explosion2

Bomb Dog - ALL OK!

Available Overrides Branches:

Explosion (Generic)

Bomb Dog - IT'S A HIT!

Available Overrides Branches:

Explosion (Generic)

What's Next3? (Loop)

Available Overrides Branches:

Explosion2

Bomb Dog - ALL OK!

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Available Overrides Branches:

Explosion (Generic)

Bomb Dog - IT'S A HIT!

Available Overrides Branches:

Explosion (Generic)

Note:

During all moments of the scenario the package can be detonated.