

Spain Content

SINGLE SCREEN SCENARIOS

Domestic Dispute



Prologue: The trainee enters a private, gated house and observes a couple arguing.

Situation: After the trainee confronts the couple, the man becomes more upset. Eventually he pulls a weapon from a bag on the table and shoots the woman before running off.

Branching:

Fatal Branch: The man can be shot just after he pulls the weapon out of the bag while stepping towards the woman.

After the man is shot, the woman picks up the weapon and approaches. She eventually stops and shoots. The scene will continue to loop until she is shot.

Fatal Branch: Woman can be shot while shooting

Fatal Branch: The man can be shot as he raises the weapon to shoot the woman.

After the man is shot, the woman picks up the weapon and approaches. She eventually stops and shoots. The scene will continue to loop until she is shot.

Fatal Branch: The woman can be shot while shooting.

Fatal Branch: The man can be shot after he shoots the woman and before running off.

Notes:

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Rapid Deployment



Prologue: View of the Rapid 2000 storefront.

Situation: This is a rapid deployment drill at an auto repair shop. There are six suspects to encounter. As each suspect is shot, the trainee will proceed forward to the next encounter.

Branching:

Encounter 1: A man backing out of the repair shop with a shotgun.

Encounter 2: A man popping out from behind a vehicle with a handgun.

Encounter 3: A man popping up from behind a vehicle with a handgun.

If this man is shot, he will fall behind the vehicle. As the trainee steps around the vehicle to check on him, he is waiting to shoot again. The trainee must shoot him again to proceed to the next encounter.

Encounter 4: A man stepping out from behind a van with a shotgun.

As the trainee approaches the van as well as when the man is shooting and after he is shot, an innocent bystander can be seen in the background. If bystander is shot, the situation will go to black and will end.

Encounter 5: A man appears from behind another van.

Encounter 6: A man appears from behind a shed with a knife.

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Reaction Skills



Prologue: N/A

Situation: This situation is designed to test the trainee's reaction skills. There are 11 different scenarios to choose from. If the subject on screen is shot after deploying his weapon the scenario will branch to black and will end.

Available Scenarios:

1. Hands in Pockets

This scenario will loop with the subject standing stationary until the instructor chooses an override scene below thus activating the subject actions.

Instructor Override Branch 1: Draw Left – Subject draws weapon from his left pocket.

Instructor Override Branch 2: Draw Right – Subject draws weapon from his right pocket.

Instructor Override 3: Hands Up – Subject raises both hands above his head.

Instructor Override Branch 4: Mobile Phone – Subject pulls a mobile phone from his right pocket and raises it to his right ear.

2. Move Right to Left

The subject steps right to left while shooting.

3. Move Left to Right

The subject steps left to right while shooting.

4. Facing Away Rotate Right

This scenario will loop with the subject standing stationary until the instructor chooses the “Shoot” override scene thus activating the subject actions. The subject will spin around, rotating to the right before shooting.

5. Facing Away Rotate Left

This scenario will loop with the subject standing stationary until the instructor chooses the “Shoot” override scene thus activating the subject actions. The subject will spin around, rotating to the left before shooting.

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6. Weapon by Side Step Right

This scenario will loop with the subject standing stationary until the instructor chooses the “Shoot” override scene thus activating the subject actions. The subject will step to the right and shoot.

7. Weapon by Side Step Left

This scenario will loop with the subject standing stationary until the instructor chooses the “Shoot” override scene thus activating the subject actions. The subject will step to the left and shoot.

8. Draw Move Left

The subject draws the weapon from a holster and moves to the left shooting.

9. Draw Move Right

The subject draws the weapon from a holster and moves to the right shooting.

10. Weapon Up Step Right

With the weapon raised above his head the subject lowers the weapon while stepping to the right then shoots.

11. Weapon Up Step Left

With the weapon raised above his head the subject lowers the weapon while stepping to the left then shoots.

Notes:

The instructor override branches “Hands Up” and “Mobile Phone” will not branch to black if the subject is shot. These scenes will play though before fading to black. They are considered no-shoot scenes.

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Restaurant Business Dispute



Prologue: N/A

Situation: Two men are seen talking at a restaurant table. Other patrons are in the background. In the mirror a man can be seen approaching. He pauses for a moment and pulls out a weapon, then charges it before placing it in his front belt. He approaches the table and begins to argue with one of the men. The man that approached eventually draws the weapon and shoots the man before walking out of the restaurant.

Branching:

Override Branch: (Man Surrenders) The man with the weapon surrenders as the other patrons move away.

Fatal Branch: The man can be shot after he pulls out the weapon and raises it to shoot.

Wound Branch: The man can be shot after he pulls out the weapon and raises it to shoot. He falls to the ground and raises the weapon to shoot again. The shooting portion of the scene will loop until he is shot.

Fatal Branch: The wounded man can be shot while he is shooting from the ground.

Fatal Branch: The man can be shot as he raises the weapon until just before he shoots.

Miss Branch: If the man is missed as he raises the weapon until just before he shoots, he will spin around and begin shooting. The shooting portion of the scene will loop until he is shot.

Fatal Branch: The man can be shot while he is shooting.

Fatal Branch: The man can be shot immediately after the first shot.

Fatal Branch: The man can be shot before and immediately after the second shot

Fatal Branch: The man can be shot after the second shot and before the third shot.

Fatal Branch: The man can be shot when he first turns to his left to look around the room.

Notes: The “Miss Branch” is only available in PRISim 4.3 or later.

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Robbery In Progress



Prologue: The trainee enters an auto repair shop and while clearing the room, hears shouting from behind a closed door in the back of the store.

Situation: The door opens and three men appear. There are two suspects and one hostage. The first suspect runs off leaving the second suspect holding the hostage. The second suspect eventually stabs the hostage in the back with a screwdriver and then approaches to attack.

Branching:

Instructor Override Branch: (Man Stabs Hostage Twice) The suspect stabs the hostage in the back and then threatens to stab him again before doing so and then approaches to attack.

Instructor Override Branch: (Man Surrenders) After the hostage falls to the couch, the suspect surrenders.

Fatal Branch: After the hostage falls to the couch and before the suspect steps in front of the couch, he can be shot.

Fatal Branch: As the suspect is threatening in front of the couch before lunging to stab the hostage a second time, he can be shot.

Fatal Branch: When the suspect has his back to the trainee and until just before he stabs the hostage, he can be shot.

Fatal Branch: Immediately after the hostage falls to the couch and before the suspect steps past the end of the couch, he can be shot.

Taser Branch: As the suspect steps past the couch, up until just before the half-way-point of his approach, he can be shot with a taser.

Fatal Branch: At the half-way-point of his approach, the subject can be shot.

Fatal Branch: Just as he pulls his arm back to lunge with the screwdriver, the subject can be shot.

Notes: The “Taser Branch” is only available in PRISim 4.3 or later

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Suspicious Vehicle 1



Prologue: N/A

Situation: The driver gets out of the vehicle to confront the trainee. After a few moments he ducks back into the vehicle as if to grab something from the passenger side of the car. At that moment the opposite rear door opens and a passenger appears. He raises a shotgun, shoots twice and runs off. The driver continues to lay crossed the front seat of the vehicle as the situation ends.

Branching:

Fatal Branch: As the passenger falls to the ground, the driver gets out of the vehicle with a handgun. He shoots then runs off.

Fatal Branch: As the driver is shooting, he can be shot.

Instructor Override Branch: After the passenger runs off the driver will surrender.

Notes:

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Suspicious Vehicle 2



Prologue: N/A

Situation: Two men are seen sitting in a vehicle. The driver turns to respond and then waits. He turns to the passenger and then returns back to wait. After a few moments the passenger reaches up into the visor, pulls out a handgun and shoots past the driver at the trainee.

Branching:

Instructor override Branch 1: (Driver – Hands on steering wheel) The driver places his hands on the wheel and waits. After a few moments the passenger reaches down, pulls out a handgun and shoots past the driver at the trainee.

Instructor Override Branch: (Passenger – Hands up) The passenger raises his hands so they are visible.

Fatal Branch: (Passenger) As the passenger raises the weapon up until he shoots, he can be shot.

Fatal Branch: (Driver) If the driver is shot as the passenger raises the weapon, the passenger exits the vehicle and runs off.

The driver turns to look at the passenger and then turns his head back.

Instructor override Branch 2: (Driver – Hands on steering wheel) The driver places his hands on the wheel and waits. After a few moments the passenger reaches down, pulls out a handgun and shoots past the driver at the trainee.

Instructor Override Branch: (Passenger – Hands up) The passenger raises his hands so they are visible.

Fatal Branch: (Passenger) As the passenger raises the weapon up until he shoots, he can be shot.

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Fatal Branch: (Driver) If the driver is shot as the passenger raises the weapon, the passenger exits the vehicle and runs off.

Fatal Branch: (Passenger) As the passenger lowers the weapon and up until he shoots, he can be shot.

Fatal Branch: (Driver) If the driver is shot as the passenger lowers the weapon, the passenger exits the vehicle and runs off.

Notes:

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VIP



Prologue: The trainee is escorting a VIP to his vehicle. Approaching the vehicle, two men are seen walking.

Situation: The VIP gets into the vehicle as two men walk past to approach another vehicle. As they reach the vehicle, the driver opens his door. At that moment the passenger pulls out a handgun and shoots before ducking behind the vehicle. After the passenger ducks behind the vehicle the driver immediately turns towards the trainee, pulls a handgun from under his shirt and approaches shooting.

Branching:

Fatal Branch: As the passenger is shooting, he can be shot. The passenger will duck behind the vehicle when shot and the driver will immediately turn towards the trainee, pull a handgun from under his shirt and approach shooting.

Fatal Branch: Just as the driver pulls the handgun from under his shirt and up until he has raised the weapon to shoot, he can be shot.

If the passenger is missed the driver will immediately turn towards the trainee, pull a handgun from under his shirt and approach shooting.

Fatal Branch: Just as the driver pulls the handgun from under his shirt and up until he has raised the weapon to shoot, he can be shot. After the driver has fallen to the ground the passenger will rise up from behind the vehicle and shoot again.

Fatal Branch: As the passenger is shooting, he can be shot. The passenger will duck behind the vehicle and the scene will end.

If the passenger is missed a second time, he will run off.

Notes:

After the driver begins shooting it is too late and there are no fatal branches available.