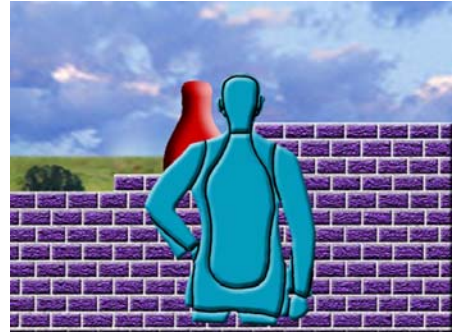


TACTICAL SKILL BUILDING 009

DESCRIPTION: A silhouette moves around the screen in a three dimensional fashion. There are bystanders in this incident.

PROLOGUE: This scenario will show a short clip at the beginning of each situation to show what target(s) to hit and plays the sound associated with that target(s).



Interactivity:

There are three levels of difficulty. When a level is successfully completed, the trainee is advanced to the next more challenging level. If an incorrect target is hit the scenario is over and will fade out.

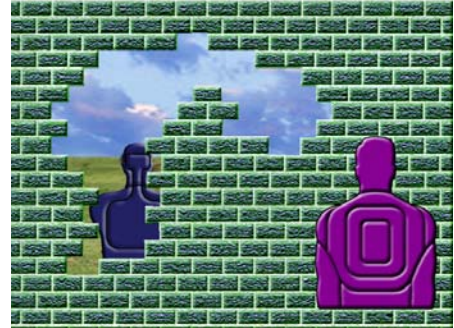
Beware: Shooting the suspect target while in front of or behind a bystander target will count as shooting an other and the scenario will come to an end.

Notes:

TACTICAL SKILL BUILDING 010

DESCRIPTION: A silhouette moves around the screen in a three dimensional fashion. There are bystanders in this incident.

PROLOGUE: This scenario will show a short clip at the beginning of each situation to show what target(s) to hit and plays the sound associated with that target(s).



Interactivity:

There are three levels of difficulty. When a level is successfully completed, the trainee is advanced to the next more challenging level. If an incorrect target is hit the scenario is over and will fade out.

Beware: Shooting the suspect target while in front of or behind a bystander target will count as shooting an other and the scenario will come to an end.

Notes:

TACTICAL SKILL BUILDING 011

DESCRIPTION: A silhouette moves around the screen in a three dimensional fashion. There are bystanders in this incident.

PROLOGUE: This scenario will show a short clip at the beginning of each situation to show what target(s) to hit and plays the sound associated with that target(s).



Interactivity:

There are three levels of difficulty. When a level is successfully completed, the trainee is advanced to the next more challenging level. If an incorrect target is hit the scenario is over and will fade out.

Beware: Shooting the suspect target while in front of or behind a bystander target will count as shooting an other and the scenario will come to an end.

The red target generally moves slower and is easier to hit than the yellow target, both targets are possible targets to shoot for advancement. The red target is registered as a torso and the yellow as a head, so the number of shots required for a branch can be set in PRISim.

Notes:

TACTICAL SKILL BUILDING 012

DESCRIPTION: A silhouette moves around the screen in a three dimensional fashion. There are bystanders in this incident.

PROLOGUE: This scenario will show a short clip at the beginning of each situation to show what target(s) to hit and plays the sound associated with that target(s).



Interactivity:

There are three levels of difficulty. When a level is successfully completed, the trainee is advanced to the next more challenging level. If an incorrect target is hit the scenario is over and will fade out.

Beware: Shooting the suspect target while in front of or behind a bystander target will count as shooting an other and the scenario will come to an end.

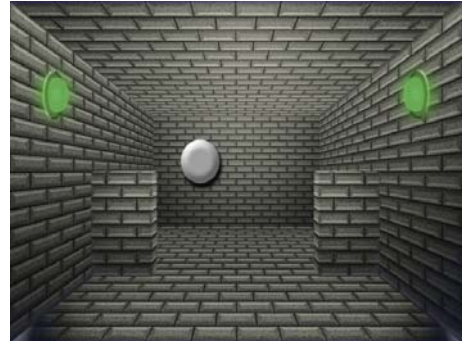
The pink target is the slowest target and the light green target is the fastest. Both targets can be shot for advancement. The pink target is registered as a torso and the light green as a head, so the number of shots required for a branch can be set in PRISim.

Notes:

TACTICAL SKILL BUILDING 013

DESCRIPTION: A disk or bottle target move around the screen, sometimes transferring off the screen and returning, depending on the target group sequence. The target that you will see the most is the disk target.

PROLOGUE: There is no prologue but there is a “Target” scenario that shows the targets to shoot and when to shoot them.



Interactivity:

In this scenario red and green lights are visible, these lights are the key to this scenario. When the red lights are flashing no targets should be shot. Only when the red lights turn to green should a target be shot. There is no buzzer that indicates when the red lights turn to green.

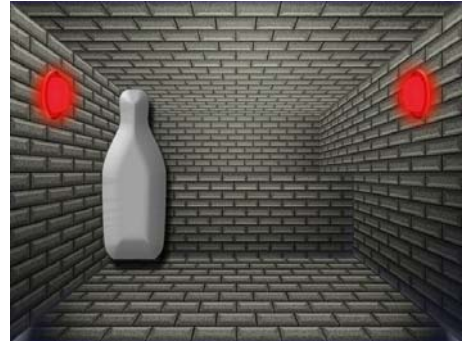
There are four levels of difficulty; each level is reached by shooting the correct target while the green lights are on. Selecting “Level 1, 2, 3 or 4” starts the sequence at that level. If a target is shot while the red lights are flashing a message is displayed and the training sequence stops.

Note:

TACTICAL SKILL BUILDING 014

DESCRIPTION: A bottle or disk target move around the screen, sometimes transferring off the screen and returning, depending on the target group sequence. The target that you will see the most is the bottle target.

PROLOGUE: There is no prologue but there is a “Target” scenario that shows the targets to shoot and when to shoot them.



Interactivity:

In this scenario red and green lights are visible, these lights are the key to this scenario. When the red lights are flashing no targets should be shot. Only when the red lights turn to green should a target be shot. There is no buzzer that indicates when the red lights turn to green.

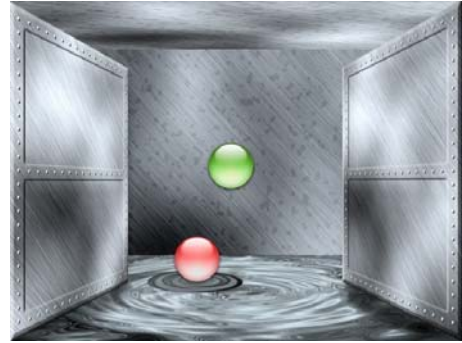
There are four levels of difficulty; each level is reached by shooting the correct target while the green lights are on. Selecting “Level 1, 2, 3 or 4” starts the sequence at that level. If a target is shot while the red lights are flashing a message is displayed and the training sequence stops.

Note:

TACTICAL SKILL BUILDING 015

DESCRIPTION: Green, Red and Blue targets appear after two metal doors swing open.

PROLOGUE: There is no prologue but there is a “Target” scenario that shows the no shoot and shootable targets



Interactivity:

In this scenario green, red and blue targets appear when the metal doors open. As soon as targets are visible they can be shot. There is no buzzer.

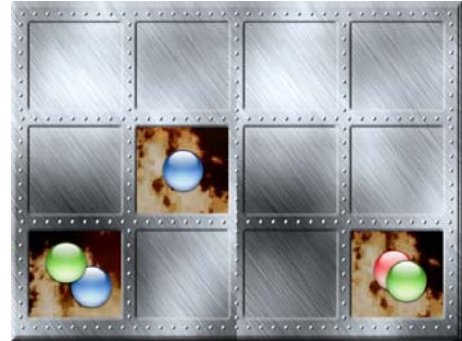
There are four levels of difficulty; each level is reached by shooting the red and blue targets. Selecting “Level 1, 2, 3 or 4” starts the sequence at that level. If a green target is shot during a target group sequence, a message is displayed and the training sequence stops.

Note:

TACTICAL SKILL BUILDING 016

DESCRIPTION: Green, Red and Blue targets appear after one or more of the twelve metal doors open revealing the targets.

PROLOGUE: There is no prologue but there is a “Target” scenario that shows the no shoot and shootable targets



Interactivity:

In this scenario green, red and blue targets appear when the metal doors open. As soon as targets are visible they can be shot. There is no buzzer.

There are four levels of difficulty; each level is reached by shooting the red and blue targets. Selecting “Level 1, 2, 3 or 4” starts the Situation at that level. If a green target is shot during a target group scenario, a message is displayed and the training stops.

A note about level 4:

The last two branches in level four show three target options to shoot when the targets appear. The shot options are based on difficulty. The blue target by its self is the easiest shot, the green target slightly overlapping a blue target is the medium difficulty shot and the green target overlapping a red target is the most difficult shot. During these two branches you only get one choice, whichever target you choose to shoot at ends the scenario and or moves you to the final branch in the level.

Note: