

## TRAINING LEVEL

The purpose of the training level is to help players new to the application understand how to interact with objects, non-player characters and the environment. The training portion of the Zero Hour: America's Medic game will educate players in the various techniques needed to navigate the game world, interact with objects and individuals, and make appropriate decisions and report data back to headquarters. Interface help will be provided to the player in the form of pop-up help tips and/or NPC instruction as they navigate through the training scenarios.



### ***Description***

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The Training Level takes place within a warehouse-like environment that looks as if it has been set up for EMS training exercises. It will be used to teach the player both how to play the game as well as certain EMS procedures and protocols.

So as not to overwhelm the player, the Training Level will be broken up into three lessons that address the three roles that the player must perform in the game: Treatment, Triage and Medical Incident Command.

The first lesson will teach the player how to move around, interact with objects and familiarize them with each of the HUD elements such as the first-in bag, drug box, radio, Mobile Data

Terminal (MDT) and so on. It will also teach them the basics of treating a patient. After the first lesson is complete, the player will move on to the first real call in the game, the Biological Scenario.

After completing the Biological Scenario, the player will return to the Training Level to learn about triage procedures and how to perform them in the game. Upon completion of the triage lesson, the player will move on to the next call, the Earthquake Scenario, where they will immediately utilize what they've just learned about triage.

Once the Earthquake Scenario has been successfully completed, the player will return to the Training Level a final time to learn about Medical Incident Command and how to perform it in the game. Just like before, when they complete this lesson, the player will move on and use what they've learned in the next call, the Explosive Scenario.

The player will initially be required to complete the training lessons in order, but will have the ability to go back to any of the previously completed ones and play them again if they feel the need to brush up or cover that info again.

## SCENARIO 1 – BIOLOGICAL EVENT

Scenario 1 takes place in a residential section of St. Lillo called Brickstone Heights, in a multi-story dwelling similar to something that would be encountered in any large city such as San Francisco, D.C. or Boston. Here, the player will face their first CBRNE type event – a family suffering from a Viral Hemorrhagic Fever (VHF).



### ***Description***

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The player and his AI partner have been dispatched to a residence on the 3rd floor of a 5 story building to help a 50 year old African-American male who is vomiting blood and complaining of extreme flu symptoms. After navigating to the 3rd floor of the building via stairs they discover a family of four, all of whom are complaining of various ailments -- all consistent with various stages of a Viral Hemorrhagic Fever (VHF).

The issue for the player is to recognize / comprehend that they are potentially facing a contagious disease and act accordingly including picking appropriate Personal Protective Equipment (PPE) and relaying the info back to dispatch. When the player interacts with the sickest patient, as part of the patient history the player will learn that the patient has recently returned from a trip to various parts of Africa, including the Congo. The main patient will be

very ill; the other family members will be in the early stages of the VHF syndrome. This scenario will have 4 patients. This is basically ground zero or at least the beginning of the outbreak within that particular area.

Naturally, the player will have to pick the appropriate standard PPE before entering the building or they risk exposure to the VHF. However, the player will not be explicitly told that they are about to encounter a VHF at the start of the scenario just a sick patient vomiting blood. The dispatcher also notifies the player that this is the third time in the last 10 hours that EMS has been dispatched to other units in this same building for similar reasons. Proper PPE for this scenario would be a Powered Air Purifying Respirator (PAPR), splash suit (Tyvek), gloves, boots and tape.

The info that dispatch gives them should raise concerns in the player's mind and they should deduce on their own that they should put on a mask and bio-protective suit before they go in.



## ***Screenshots – Biological Event***

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Here are some screenshots from the Biological Event scenario:



*Your AI EMS partner assessing and treating the daughter in the Biological Event Scenario*



*The sickest patient – note the red eyes; one of the symptoms of a VHF*



*Here is a view of the interior of the residence the call takes place in, and the other two patients.*

## SCENARIO 2 – EARTHQUAKE EVENT

In Scenario 2 the player will be one of the first responders to a major metropolitan area hit by a massive earthquake. The location is a 4-way intersection on the edge of a downtown area with a large park on one corner that could be used as a staging area. This area makes sense as initial response area because access by vehicle to deeper sections of a downtown area would almost certainly be impossible in many areas due to collapsed structures and rubble blocking the streets and alleys.



### *Description*

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The player will arrive after the earthquake has ravaged the city and have to deal with a much larger number of patients than they did in the previous scenario. **The player's role in this scenario will at first include triage duties and then treatment duties.** PPE selection will not play as crucial of a role as it did in the previous scenario; however, the player should still choose to wear the appropriate gear to protect them from dust, falling debris, or fires which could occur in the aftermath of an earthquake.



## ***Screenshots – Earthquake Event***

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Here are some screenshots from the Earthquake Event scenario:



*A close-up of one of the patients in the Triage area of the Earthquake Scenario*



*Treating a patient with a critical head injury in the Earthquake Scenario Treatment Area*

## SCENARIO 3 – EXPLOSIVE EVENT

In Scenario 3, a packed sports stadium has suffered bombings in multiple locations.

As in previous scenarios, it is the player's duty to help triage and treat patients as well as ensure scene safety; however, this is the first event where the player is given "Medical Incident Commander" functionality (i.e. designate triage, treatment, transport, staging and command post areas).



### ***Description***

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The Universal Adversary has set off several small bombs inside the arena to drive crowds out of the exits and then set off bombs in the exits to catch as many people as possible in the blasts.

The player will arrive after the initial bombings...

The player's role in this scenario will include incident command, triage duties and then treatment duties. PPE selection will play a crucial role due to the notification by the fire dept. that at least one of the bombs was a 'dirty' bomb as well as protection from debris in the aftermath of an explosion.

- Stadium is located in a dense urban area.
- Stadium has 3 public exits.
- Several small explosions inside send people running out.
- The main exit has bombs in it to catch people as they are running out. As the player arrives on the scene, they will see these bombs go off.
- There is radiation involved in at least the last two explosions (dirty bomb element)

## ***Scenario Walkthrough – Explosive Event***

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The following is a basic, high-level flow of how the scenario plays out. Time of day is around 7PM. It is late Summer/early Fall and the weather is clear with a light but steady breeze.

- Player receives dispatch call about an explosion at the stadium during a sporting event.
- Player must pick where to stage the ambulance and setup the command post on a 2D top-down map of the arena and surrounding area. (Player will most likely choose from several pre-determined staging areas and will not be allowed to just park anywhere).
- The player should exercise proper procedure by choosing a staging area that is at least 1000 feet from the blast site. If player doesn't choose the staging area that is at least 1000 feet from the blast site, their AI partner will point out that they should park a proper distance from the site. Player would also receive a negative AAR mark for the improper choice.
- Before the player arrives, dispatch will advise them that the fire department has made it to the stadium and that they detected a radioactive element at the scene.
- Once the player picks the correct staging area, they will then pick their PPE & equipment.
- If player questions security or other NPCs on the scene, they will be informed that prior to their arrival one or more explosions went off inside the arena, causing mass evacuations. During the evacuations, a couple of secondary bombs were detonated within the main exit.
- Player should report this info to dispatch & proper authorities.
- Player must also choose staging areas, etc...
- Player must transfer command to Shift Commander when he finally arrives...
- Player receives AAR feedback at end of scenario.



## ***Environment – Explosive Event***

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Here are some images of what the Explosive Level looks like:



*Here is a top down map of the level.*



*Another view of the incident area...*



*A view of the triage area...*





*A view of the treatment area...*





## SCENARIO 4 – CHEMICAL EVENT

In Scenario 4 the player will be responding to a large scale chemical event initiated by a cargo train accident at a busy, intermodal station.

This is the second event where the player is given “Medical Incident Commander” functionality (i.e. designate areas for triage, etc.)



### ***Description***

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This scenario will be at a large inter-modal transportation center in the downtown area of St. Lillo during the evening rush hour. The EMS unit will receive a dispatch, along with several other units to respond to a report of a train accident within the transportation center. The player will be given initial duty as the Medical Commander since the shift commander is delayed and won't be there for 15-20 minutes. This will allow the player to arrive and start the process of command and control of the medical aspect of this incident. The scenario will encompass a chemical agent from a derailment of a cargo train that has released cyanide into the inter-modal center. Upon arriving the player will need to appropriately stage his unit and determine the appropriate staging locations for incoming units. They will assume command duties and assign their partner to begin triaging patients who have self extricated and who are in distress but out in the open air.

## ***Environment – Chemical Event***

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Here are some images of what the Chemical Event Level looks like:



*A top-down map of the incident area*





*A view of the triage area*





*A partial view of the treatment area*