

Jose Cocaine: Hostage Taker

You are Jose Cocaine. On Thursday morning, you entered a bank in London. After approaching the counter, you demanded that the bank tellers give you £100,000 in cash. They refused and contacted police through a silent alarm system. You, realizing this, pulled an automatic weapon and demanded that the teller step back from the counter. There were 9 other people in the bank, who you demanded to find a comfortable place to sit. You now have 10 hostages. One of them is a sick elderly man.

You need £50,000 in cash, or more (you decide). You also need an escape vehicle.

BACKSTORY: You are a member of the Swiss Mafia, but that relationship recently turned sour when you accidentally killed the dog of Swiss Mob Boss Wüldi Sääzo. It was your turn to take the dog for a walk. The dog bit you, you let go of the leash, then the dog jumped off a bridge. Now Wüldi has taken your family hostage and is demanding that you pay for his dog to be cloned. You need the money to pay for the cloning operation and to prevent your family from being killed. Telling this back story to the police is basically asking the captors to kill your family, so don't tell anyone unless you want to risk their deaths. Your best alternative to coming up with the £60,000 is to kill yourself, which is the only other way Wüldi says he will release your family. If you can escape with £60,000 in the ambulance, then Wüldi will release your family.

The only way to communicate with the negotiator is if he/she calls you (initiates the conversation), unless you are informed otherwise.

You realize the police probably don't know how many hostages you have, or how many gunmen there are.

Circle to kill hostage: 1 2 3 4 5 6 7 8 9 10

Release hostages: 1 2 3 4 5 6 7 8 9 10

If you take hostages into the ambulance, put the number of hostages here:_____.

You can negotiate over whatever you want, but note that hostages get hungry and can fight back. Armed responses teams can infiltrate the bank. The longer things take, the higher the risk. Imagine all the possibilities, some of them can actually happen.

Points:

- A. You get 20 points if you escape with at least £50,000. No points for less than £50,000.
- B. You get 3 points for every £10,000 more than £50,000 you collect.
- C. Hostages dead or alive are worth nothing to you at the end of the game.
- D. If you kill yourself, or are killed, you get 5 pts total.

The instructor will determine all probabilistic outcomes using science!