## **Timson Vail: Hostage Negotiator**

You are Timson Vail, the hostage negotiator called to the scene of the crime. On Thursday morning, a silent alarm was sent to the local police from a bank in the town of LittleTown. The first police at the scene said at least one person had entered the bank and had taken hostages. The number of hostage takers (HT) and the number of hostages is unknown. You don't know what the HT(s) wants. You can negotiate over whatever you want and provide normal things as you like.

**CONTACT:** You can call a direct line in the bank to speak to the leader of the HT(s).

**ACTION:** If you choose, you can give the HT your phone number—otherwise you must initiate all conversations.

**MONEY:** In situations like this, the police in hostage negotiations will provide no more than £50,000. A special request must be made for more money.

**ACTION A:** Request more money. Put the requested amount here \_\_\_\_\_.

**GET AWAY VEHICLES:** You can arrange for escape vehicles to come to the bank. The drivers will be police officers dressed in casual clothing. You can request that the officers either try to stop the HT or let the HT go. If the officer tries to stop the HT, then there is a 50% chance that each person in the vehicle will die including the driver.

ACTION B: Request one or more vehicles. Put an X here \_\_\_\_\_

ACTION C: To have the police officer/driver try to stop the HT, put an X here \_\_\_\_\_

**SNIPER:** You can try to shoot the HT caller if an opportunity arises. If you miss, the HT will know you did this.

**ACTION D:** Place an X here if you try to shoot the caller.\_\_\_\_\_Raise your hand with one finger up so the instructor can see. You do not have to tell the HT what you are doing. There is a 25% chance that you will kill the HT caller.

**ARMED RESPONSE TEAM:** You can break into the bank with specially trained Armed Response Unit (you can do this anytime). Each hostage and HT die with a 50% chance. There is also a 50% chance that you will lose one officer.

**ACTION E:** If you break into the bank with police, place an X here \_\_\_\_\_ Then tell the HT that the game is over and signal the instructor. Each person inside the bank plus one officer dies with a 50% chance.

## **Points:**

You get 10 points for each free hostage; you lose 10 pts for each dead hostage/officer. You get 5 points for the surrender of the HT. You lose 5 points if the HT escape.

The instructor will determine all probabilistic outcomes us science!