Riot System

\*Underlined text needs review

**Base-Wide Changes**

If a player manually opens any cell door, the base will enter “Jail Break” or “Riot” mode. When this happens all lethal weapons on the base will be holstered and none can be picked up. The justification for this is that the prisoners are considered high value because of their information or possible exchange value. The no-lethal-weapons rule is followed by all characters even the player. To engage an escaped prisoner, non-lethal weapons must be acquired in the guardroom. In addition to the weapon changes, no vehicles can leave the base. This prevents the prisoners from escaping fully.

**Prisoner Behavior**

Prisoners will not immediately leave their cells when the doors open. They will first show confusion, and then slowly exit. If a prisoner still locked in their cell sees a freed prisoner, they will likely show anger make noise and alert the guards. Prisoners will usually exchange dialogue depending on their situation. All prisoners will try to get outside of the prison building. How they go about that depends on the number of freed prisoners around them. Some prisoners will attack each other depending on their biographies.

If one-four prisoners are released and see each other they will try to evade the guards and leave the prison quietly unless they are right next to a guard. If five or more prisoners are released and see each other, they will gain more confidence and engage guards in combat. Prisoners can steal weapons from guards and soldiers. Holding a weapon increases a prisoner’s confidence. Prisoners treat all players as guards.

If a prisoner escapes the prison building, they will engage anyone near them in combat regardless of how many prisoner allies they have. They will try to go to the airport, a harbor, or the mountains. Prisoners can take control of land vehicles only. Evading guards and players however takes number one priority and could result in the prisoner entering another building

**Returning Prisoners**

Escaped prisoners have three states: Active, Incapacitated, and Captured. All prisoners begin as Active. This means they follow the behavior outlined above. They become Incapacitated when they are victim to a non-lethal weapon such as a taser, a tranquilizer, or tear gas. The duration for which an enemy remains Incapacitated varies by weapon. While incapacitated, the prisoner will lay down, stand still, or wander aimlessly (again dependent on the weapon). If no further action occurs, the prisoner will return to an Activated state.

The prisoner is Captured when a player or a guard approaches them handcuffs them (or some variant of handcuffing to be decided later). Only Incapacitated prisoners can be made Captured and no other soldier on the base can capture a prisoner. Once captured the prisoner will remain where they are regardless of a player’s presence. If the captured prisoner is within the prison building, two guards will come and escort them to their cell.

If the prisoner is outside of the prison building, a prison truck will approach and two guards will exit, go to the prisoner, and then escort them to the truck. The truck will then drive to the tunnel prison entrance and send a request to open the main door for trucks. If the request has not been granted when another truck arrives, the next truck will wait in a queue. The request will be granted if both of the following conditions are met: 1) All players are at least a certain distance from the door to prevent following. 2) No player is looking at the prisoner(s) cell. Requests are granted truck-by-truck.