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Zero Hour Trains EMTs With Virtual Worst-Case Scenarios

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Virtual Heroes, the game studio that collaborated on *America's Army*, has partnered with the Department of Homeland Security on *Zero Hour: America's Medic*. Training first responders for real-life natural disasters and terrorist attacks is the idea, but anyone can jump in and play through the realistic scenarios. Utilizing Epic Games' Unreal Engine 3 technology, players assume the role of an EMT and encounter scenarios that could occur in real life. The objective is to assess the problem and save as many lives as possible, even in the midst of major disasters like an earthquake or a lethal cyanide attack that derails a train.

Interacting with patients is an essential part of *Zero Hour*. Players diagnose symptoms that victims report. This process doesn't always go smoothly in chaotic conditions, and the player is often hurried on to other serious cases.

