

VIDEO

1) Fade up from black to Educational Foundation logo over stylized background. Fade to black. Digital type forms on screen revealing title: *Safety Voyage #3: Workplace Violence & Security*

Title fades out.

2) Fade up from black as Nano approaches the virtual reality simulation booth. As he enters the virtual reality chamber, an image of Sage appears on a screen in front of him. Nano picks up the headset and puts it on his head. The image of Sage appears in his headset.

CU of Nano's. PULL back to MCU as Nano's face leans forward to speak.

CUT to CU of Nano's finger

AUDIO

LOGO TAG MUSIC IN AND OUT.

SFX OF DIGITAL TYPE FORMING ON SCREEN.

SAGE (OC): Welcome back to the Virtual Reality Center, Nano.

NANO (OC): Hey, Sage...how's it goin'?

SAGE (OC): Fine thanks. Have a seat, put on your headset...and, let's begin.

Today, you're going on a virtual reality tour of a restaurant where things will look real... but, they're not really real. In this virtual restaurant, you'll experience some very serious safety situations in which you'll need to react *carefully* and logically.

I'll be with you throughout your journey... to guide you...and help you make the right choices.

Unlike the real world, you'll get another chance to do things right if you make a mistake. So, don't worry...this is just a simulation to help you learn how to keep yourself from being harmed.

Any questions?

SFX:

NANO (OC): No...ready when you are, Sage.

SAGE (OC): Good. Then, press the start

VIDEO

pressing the “Start” button.

4) Screen inside headset fills with snowy static imagery of bad on-air signal reception. Intermittently FLASH the word: REALITY.

CUT TO third person view of Nano as he listens and prepares himself for take-off by grasping the support rails of the virtual reality safety guards surrounding him.

5) CUT TO 1st person view inside headset as Nano launches into a travel sequence through a fictitious adventure tunnel to destination: the serving area of a busy restaurant.

Sage’s image fades as voyage begins...a fast-paced montage of animated illustrations/clips representing workplace violence and security situations mixed with contemporary, brightly colored graphics as a collage sequence unfolds. Intermittently among these scenes, we see the words: “REALITY”... “VIOLENCE”... “SAFETY”... “CRIME”... “EMERGENCY”... “DANGEROUS” stream by on either side. Potential scenes include: the exterior of a restaurant after dark, employees closing up, locking doors, armed robber breaking into restaurant, robber threatening employees, employees opening restaurant, etc.

AUDIO

button...and prepare for the experience.

SFX: ON-AIR STATIC FADES UP THEN UNDER.

SAGE (VO) (*modulated, resonant*): This is a reality check, Nano...

SAGE (OC): Your mission: minimizing workplace violence.

VOICE #1 (*mixed in behind Sage’s voice*):
5...4...3...2...1...

MUSIC FADES UP: ESCALATING TONES BUILD INTO UP TEMPO HOUSE, HIP HOP OR WORLD BEAT. MIX IN OVERLAPPING VOICES THROUGHOUT THIS SEQUENCE.

VOICE #2 (*modulated, echoing*):
Reality...

VOICE #3 (*mixed back for subliminal effect*):
Virtual reality...

VOICE #1 (*mixed up full*): Virtuality...

VOICE #2: Security...

VOICE #3: Safety...

VOICE #1: Robbery...

VOICE #2: Crime...

VOICE #3: Danger...

VOICE #1: You have arrived at your destination.

VIDEO

6) Tunnel sequence ends and scene forms into 3rd person view. WS of a restaurant setting after closing time. Front door is already locked. In the foreground, Nano is sweeping the floor around some tables. In the background, Dart is wiping down the serving counter. Tina, the manager, is at the cash register when she speaks, then turns and heads for the back of the store.

CUT to MS Dart .

CUT to MWS Nano. Nano rests the broom against a table and moves to the door.

7) CUT to shot of doorway as Nano peers through the glass as a silhouetted person walks from the darkened area of the parking lot toward the door. Nano tries to motion them off, shaking his head no, waving his hands and pointing at his wrist watch.

8) The silhouetted person is a customer who ate in the restaurant earlier. He continues toward the door. Nano recognizes him and looks over at Dart as he unlatches the door. Door has a latch to unlock door and it also has a second lock that is keyed. Dart tries to warn him not to open door. The customer enters, grabs Nano by the collar and pulls a *gun* from his jacket pocket and places it against Nano's back.

9) Picture breaks up while the word "RESET" flashes across the

AUDIO

MANAGER (TINA): I'll be in the back working on the schedule if you need me, guys.

DART: Okay, Tina. Hey Nano. It looks like someone's at the door.

NANO: I'll tell them we're closed.

NANO: Sorry, we're closed. Come back tomorrow!

CUSTOMER: (*muffled, shouting though the door*) Please -- I think I left my wallet in here earlier.

NANO: Oh, sorry...(*to Dart*) it's just a guy who left something here.

DART (OC): Nano...don't...

NANO: Nobody move...or, he gets it!

NANO: (echoing) Sage....heee.....eellppp!

SFX - RESETTING TONE.

VIDEO

AUDIO

screen.

10) Picture reforms into a setting reminiscent of a 1930's film noir detective's office. The office filled with props from famous detective movies -- A Maltese Falcon, Holmes' deerstalker hat and pipe, etc.

First person view. Sage has Nano by the collar and pulls him into a chair facing the detective's desk. Sage plops Nano into the chair and seats herself behind the desk.

11) Sage whips a magnifying glass out of a drawer in the desk and points it at Nano.

12) ZOOM INTO magnifying glass. Previous scene reframes inside the lens (Dart is behind counter, Nano walking to front door to see what customer wants).

13) MS of Sage looking up from magnifying glass at Nano. PULL BACK to 2-shot as Nano responds.

Sage motions toward magnifying lens and both Sage and Nano look into lens. CUT TO CU reprise

SAGE: Sit down, Nano. Before you can continue...there are a few things we should talk about.

NANO (shaken up): I'm not so sure I want to go back there!

SAGE: Take it easy... True, workplace violence is a possibility. But, you can minimize your risk by following the correct security precautions.

SAGE: Let's take a closer look at what just happened.

SAGE (VO): One of the most important ways to protect yourself and your co-workers is to always use proper closing procedures.

The first rule to remember is...there's safety in numbers...so, if at all possible...avoid closing alone.

NANO (VO): I wasn't. Look... our manager, Tina, and Dart were there too!

SAGE (OC): Yes, they were. And that was *good*. But then, you broke rule number two.

NANO (OC): What's that?

SAGE (VO): Always lock all doors as soon as you close... keep them locked and don't let anyone in after closing.

VIDEO

of Nano interacting with customer who wants in...then, unlocking the door for the customer. The customer grabs Nano and *puts a gun to his back*.

14) CUT TO 2-shot on Sage and Nano.

15) CUT TO MS on Nano.

16) CUT TO MS on Sage. PULL BACK to 2-shot as she places the magnifying glass down on the desk. Nano takes his hand and makes a gun out of his fingers ...then, enthusiastically fills in the blank in Sage's sentence.

A deerskin hat pops onto Nano's head.

17) CUT TO CU on Nano with a confident look on his face as detective office scene breaks up and Nano is whirled back into the same restaurant scene as before. This time, Tina, Dart and Nano are finished with their closing clean-up and ready to leave the building.

18) From Nano's POV. Tina is moving from behind the counter and heading toward the front door where Dart is standing,

AUDIO

NANO (VO): Yeah, but he ate in the restaurant earlier...and he was really nice, then. Who would think he'd turn out to be a bad guy?

SAGE (OC): Sometimes, the people you least suspect are the ones who can do you the most harm, Nano.

NANO (OC): I know that, now.

SAGE (OC): So, never let anyone in after closing...including customers, friends or co-workers.

NANO (OC): Believe me...I won't make that mistake again, Sage.

SAGE (OC): Good. Now, another closing safety precaution to follow is...when it's time to go...leave together if at all possible because...

NANO (*interrupting Sage*): Let me take a stab at this one. There's safety in numbers. Right?

SAGE: That's right, Nano.

NANO: I'm on the case now, Sage.

SAGE: Okay. If you think you're ready to continue, let's put a twist in the action and see if you can figure out what to do next!

SFX: WHIRLING WIND FX.

TINA: Okay, guys...let's go home!

DART: Wait!

VIDEO

looking through the glass. Dart turns to look at Nano, then Tina.

19) CUT TO 3rd Person POV CU on Nano. SWING to CU on Tina.

20) Tina and Nano gather around Dart looking over his shoulder through the glass.

21) CUT TO shot of car, parked in the corner of the lot with only it's parking lights on.

PULL BACK to 3-shot as Tina turns to Dart and Nano for second line.

Nano exits frame and heads across the restaurant to the phone. As he moves, Sage appears in his headset to reinforce the positive points of the scene. Behind Sage's image we see Nano's hand pick up the phone and dials a number. (NOTE: We can't tell what number he dials.)

22) Scene morphs back to detective office where Nano proudly hangs up the phone...claps his hands together in a closing motion, then lightly brushes them together twice in a dusting motion as if he's finished. CUT TO CU on Sage.

CUT TO MS on Nano. He rubs his hands together in a warming motion, smiles and closes his eyes

AUDIO

TINA: What is it, Dart?

DART: Is anybody expecting a ride?

NANO: Not me.

TINA: I drove too.

DART (VO): Then, who's car is that backed into the corner with its headlights dimmed?

SFX: PENSIVE MUSIC LOW UNDER.

NANO (VO): Good question!

TINA: Looks a little suspicious to me. We'd better play it safe, and...

NANO (interrupting Tina): ...call the police! I'm on it.

SAGE: Good job, Nano! Anytime you see someone looking or acting suspicious outside...don't leave the building. Call the police and stay put until an officer checks out the situation.

SFX: PHONE dialing tones

NANO: You got it, Sage! I think we can say this case is "closed." That's a wrap. Get it?

SFX: SLATE SLAPPING SHUT, FOLLOWED BY WHISP, WHISP FX.

SAGE: Cute, Nano. But, you're not through yet. Let's see if you can find an "open/shut" solution to this next situation!

NANO: Whatever...let's go while I'm still hot!

VIDEO

as he smurks. As he speaks his last word, he pops into place in the back area of the kitchen, near the back door. Dart overhears the word “hot” and responds, startling Nano.

23) 3rd person POV as Dart walks toward Nano and places some kitchen utensils in the sink.

24) CUT TO Nano’s POV. Nano opens his eyes to find himself near back door with it propped open with a box. (*The door is equipped with an alarmed crash bar for emergencies.*)

25) CUT TO 3rd Person POV as Nano wipes his brow...then notices the door and points at it...Sage appears behind him.

Nano, slowly turns to see Sage. Dart freezes in his tracks like a statue.

CUT TO CU on Nano...a little confused by Sage’s interruption.

CUT TO 2-shot angle on Sage and Nano. PULL BACK to include open back door, showing darkness outside.

AUDIO

DART: You said it, Nano.

NANO: Huh?

DART: It must be 100 degrees in this kitchen.

NANO: Oh, yeah...it is warm. But, with this door open...it should cool off a little while we’re cleaning up!

SFX: DOOR SWINGING OPEN.

SAGE: Everybody freeze!

NANO: Who said that? Oh...it’s you, Sage. Don’t scare me like that!

SAGE: Maybe you need a scare, Nano.

NANO: I don’t get it...what’s wrong?

SAGE: The open back door ...a robber can easily get in that way.

NANO: We were just trying to cool this place off a bit. In case you haven’t noticed, it’s hot in here.

SAGE: Oh, I see. Well, in case you haven’t noticed...it’s also dark outside and it’s *near closing* time. By opening that back door, you just set up an ideal entry point for a potential robber.

VIDEO

CUT TO MS on Nano.

CUT Back to 2-shot. Nano walks over to back door and steps just outside, looking from side to side in an effort to prove Sage wrong.

CUT TO OTS shot on Sage behind Nano.

26) Picture breaks up while the word "RESET" flashes across the screen.

27) Scene reforms with 3rd person POV showing open door behind Nano. This time a robber enters with a gun in his hand. He is wearing jeans and a leather jacket. Nano responds calmly without turning around, then the robber shoves him forward into the kitchen area...knocking him into Dart...who drops a pan on the floor. Tina, the Manager, hears the noises from the counter area in the front of the house and calls out over her shoulder. Camera tracks with the robber as he pushes the boys toward the counter area and into view of Tina. The robber points the gun at Tina and shoves Dart and Nano off to one side of him. Tina remains composed and speaks before moving to the register, glancing at the robber, but not staring. Nano is standing stiffly to one side of the robber and Dart is next to him looking nervous.

AUDIO

NANO: Oh, come on. Give me a break, Sage.

SAGE: Back doors should be locked from the outside at all times, Nano. And, after dark, they shouldn't be opened except in an emergency.

NANO: Well, I don't see any robbers on the prowl out here.

SAGE: Okay, I guess you're going to have to learn the hard way.

SFX: TAPE REWINDING. DISCORDANT JANGLES, NOISES AS SCENE BREAKS UP AND REFORMS.

ROBBER: Everybody freeze!

NANO: What's going on!

ROBBER: Shut up! Everybody move toward the front.

SFX: CLANKING, BUMPING, FAST FOOTSTEPS.

TINA (VO): Hey...what are you guys doing back there?

ROBBER: Give me the money or someone gets hurt.

TINA: Uhm, sure...okay...fine. I'm moving to the register now.

VIDEO

The robber nervously swings his gun around and points it at Nano. CUT TO MS of Nano, staring at the robber. Nano takes a deep breath and holds it. CUT TO Nano's POV showing the barrel of the gun pointing in his face. Sage appears in the corner of his display. CUT back to 3rd person POV as the robber looks over at Dart.

Tina calmly encourages Dart to remain calm. The robber is visibly becoming more nervous and agitated as he screams out at Tina. CUT TO MS on Tina as she, again, speaks before she acts, then opens the register and begins pulling out the money and placing it in a bag.

CUT TO Nano's POV as the robber motions for Nano to move toward the back of the house. CUT TO 3rd person POV as Tina hands the bag to the robber. The robber grabs ahold of Nano's sleeve and pulls him along with him toward the back door. CUT TO CU of Dart. CUT back to WS as robber clutches onto Nano's arm. Nano struggles with the robber, breaks his hold and tries to jump the robber covering up the gun as he jumps.

Nano slumps to the floor...and, the scene blurs and fades to black.

AUDIO

ROBBER (to Nano) : What are you staring at?

SAGE (to Nano) : Try to stay calm...and breathe, Nano.

ROBBER (to Dart) : You...get over here where I can see you.

TINA (to Dart): It's okay.

ROBBER: Hurry up with the money, lady!

TINA: I'm opening the register now. Just one more minute.

ROBBER (to Nano) : You...move.

TINA: OK, here's the money.

ROBBER (to Nano) : Alright...you're coming with me.

DART: No need for that...you've got what you want.

ROBBER (to Dart) : You...keep your mouth shut...or, he gets it.

NANO: Let me go...you creep!

SAGE (VO): Nano, no!

SFX: GUNSHOT ECHOING.

NANO: Saaaaagggee...

VIDEO

AUDIO

SFX: HEARTBEAT SLOWING, THEN STOPPING. A STEADY FLATLINING TONE DISSIPATES INTO SILENCE. FADE UP SFX: STATIC, FOLLOWED BY WAVING FX.

28) Static fills the screen, then Sage's image, Nano's POV, waves into focus back at the detective office setting.

Nano is slumped into his chair and Sage is standing over him, shaking him to revive him. CUT TO 2-shot of Sage and Nano as Sage moves around the desk and takes a seat.

29) CUT TO CU on Sage.

30) CUT TO MS on Nano, OTS of Sage.

31) CUT TO MS on Sage, OTS of Nano.

32) CU on Nano looking dejected. PULL BACK to 2-shot as Sage picks up the magnifying glass to review the previous scene.

Nano pulls in a pad of paper and a pen.

33) ZOOM into magnifying lens as the scene replays from the point in which Nano is standing stiffly, staring at the robber and holding his breath.

34) Image in lens segues to show Tina interacting calmly with the robber. Show Tina speaking,

SAGE: It's OK, Nano. You're fine. No one gets hurt in virtual reality.

NANO: That was just a little too real for me, Sage. If that had been a real robbery, I'd be dead right now.

SAGE: That's the whole point of this experience. In real life, bad things happen. But there are some things you can do to protect yourself.

NANO: Like keeping the back door closed and locked after dark?

SAGE: Yes...that's a start. And, like not trying to be a hero.

NANO: Okay. What should I have done?

SAGE: Let's go back over what just happened.

NANO: Hang on a minute, Sage. I want to take some notes.

SAGE (VO): In a robbery situation, it's important to try to stay calm and breath as normally as possible. It's also important not to stare.

NANO (VO): So, should I try to act more like Tina did?

VIDEO

before acting.

35) CUT TO MS on Sage, OTS of Nano.

36) CUT TO CU on Nano still looking down at magnifying glass lens.

37) CUT TO CU of lens as reprise of Tina handing the robber the bag full of money plays out. SUPER fills the lens and flashes three times: *Cooperate*

38) Dissolve out SUPER and segue into reprise where the Robber is dragging Nano with him. Nano pulls away, and jumps the robber.

39) CUT TO MS on Sage, OTS of Nano.

40) CUT TO reverse angle MS on Nano, OTS of Sage.

41) CUT TO 2-shot of Sage and Nano. ZOOM into lens of magnifying glass. This time, in the lens, Nano is reacting to the robber using the right approach.

AUDIO

SAGE (VO): Yes...if you notice...Tina made some eye contact with the robber, but she didn't stare... and she also told him what she was going to do before she did it.

NANO (VO): Why is that important?

SAGE (OC): Because sudden movements can startle the robber...and, might cause him to react violently.

NANO (OC): Okay...but, I don't get it. Tina gave that guy the money -- that can't be right.

SAGE (VO): She was absolutely correct. When faced with a robber, you should always cooperate.

NANO (VO): Yeah, but that guy was gonna take me with him! I should comply with that?

SAGE (VO): Well, you certainly shouldn't have tried to jump him. He had a gun!

SAGE (OC): Remember what I just said about sudden movements. Speak before you act.

NANO (OC): So, what should I have said? I'm getting ready to jump you...here I come?

SAGE (OC): Be serious, Nano. This isn't a joking matter.

SAGE (VO): At a time like this, tell the robber you'll give him any merchandise or money... but, you'll be fired if you leave the premises.

NANO (VO): So I should say something like...

VIDEO

The scene within the lens syncs up with Nano's voice and Nano says the correct line in the interaction within the lens.

42) Replay dissolves back to Nano taking notes in Sage's office.

CUT TO CU of Nano.

CUT TO reverse angle MS of Sage, OTS of Nano.

CUT TO CU on Nano, pondering ways to do more...feeling a little disappointed in himself.

CUT TO 2-shot angle of both Sage and Nano.

CUT TO MS on Nano, OTS of Sage.

43) Scene dissolves back to restaurant one final time. Robber takes the money and runs out the door of the restaurant.

44) Series of quick cuts showing:

2-shot of Dart talking to Nano.

AUDIO

NANO (OC) in lens: Look, you can have anything you want... cash, food, equipment... but I'm not allowed to leave with you. They'll fire me if I go.

NANO (OC): That's it? I just tell him I'm not leaving?

SAGE: The point is, Nano...you're safer in the restaurant than you would be if you left with him.

NANO: OK, that makes sense. But he'll still get away with the money.

SAGE: Maybe so. But, it's better to lose some money than your life.

NANO: It still seems like there's something else I could do.

SAGE: The best thing to do is to follow all your security procedures so this doesn't happen. But there's plenty you can do... after the robbery. Want to go back and find out?

NANO: Not really.

SAGE: Come on, Nano. I promise you a happy ending. I'll even come with you this time.

NANO: Well, if there's something I can do right this time...

SFX: SIRENS, RUNNING FEET, ETC.
SIRENS CONTINUE UNDER MONTAGE.
MUSIC UP.

DART: Lock the door, Nano. I've called 911.

VIDEO

Nano closing the back door.

Tina checking to see that Nano and Dart are unhurt.

Tina letting in a police officer at the front door.

45) CUT TO MCU of Sage, dressed in a police uniform. PULL BACK TO WS. As Nano and Sage speak, Tina and Dart gather around him to listen.

46) CUT TO MS on Sage, OTS of Nano.

47) CUT TO CU of Nano.

48) CUT TO WS.

49) CUT TO MS on Nano, OTS of Sage.

50) CUT TO CU on Sage.

51) CUT TO WS. SLOW ZOOM to CU of NANO.

52) Scene begins to fade as the return voyage begins. POV shifts to Nano's POV of Sage within his display. A fast-paced montage of recapping images reinforces the key messages of the program.

Nano and Dart closing up.

AUDIO

SAGE: You reported a robbery?

NANO: That's right, we did, officer-r-r... Hey, Sage! You look good in blue.

SAGE: That's Sergeant Sage to you. Can you describe the robber?

NANO: Sure I can. He was a white guy, about six-one, 200 pounds, wearing jeans and an old leather jacket. And he had a gun.

SAGE: Sounds like you really kept your wits about you. I'm glad you're all okay.

NANO: Me too! But, I have to admit... this trip was a little bit scary. It isn't easy to think straight when you're looking into the barrel of a gun.

SAGE: No it isn't, Nano. But, I think you've learned a valuable lesson, haven't you?

NANO: Yeah...I've learned how to stay out of harm's way!

SAGE: Good work! Now...I think it's time you got back to your real job.

MUSIC FADES UP: ESCALATING TONES BUILD INTO CLOSING MUSICAL BRIDGE. OVERLAPPING VOICES MIXED IN TO RECAP KEY PROGRAM CONTENT

VOICE #1: Follow correct closing

VIDEO

AUDIO

Nano locking the door.

Nano, Dart and Tina closing together.

Nano refusing to let Robber in the restaurant.

Nano, Tina and Dart getting ready to leave together.

Car in parking lot with lights dimmed.

Nano dialing phone.

Nano closing back door.

Tina exhibiting calm behavior.

Nano staring.

Nano breathing.

Tina speaking before acting.

Nano, Dart and Tina cooperating with robber.

Nano refusing to leave with robber.

CG Titling "*Think Safety!*" dances full frame.

53) Nano's POV inside headset as Sage's image fades in.

54) Third person view of Nano in virtual reality safety area.

55) CG Titling in headset: "*End of Safety Experience*"

56) MS of Nano in virtual reality training center taking off his headset and talking to Sage on

procedures...

VOICE #2: Close together.

VOICE #3: Keep doors locked after closing...

VOICE #1: Leave together...

VOICE #2: Report suspicious behavior...

VOICE #3: Call the police...

VOICE #1: Keep back door closed and locked at all times...

VOICE #2: Stay calm...

VOICE #3: Don't stare...

VOICE #1: Breathe...

VOICE #2: Speak before you act...

VOICE #3: Cooperate with the robber...

VOICE #1: Don't leave with the robber...

VOICE #2: Think safety...

SAGE: Robberies happen... but by following correct procedures and staying calm, you can reduce the opportunities... and minimize the consequences... and stay alive.

NANO: Read you loud and clear, Sage.

VOICE #1: Welcome back to the real world.

NANO: I feel a lot more confident about protecting myself, now. Thanks for all the safety tips.

VIDEO

the screen.

57) WS as Nano turns to leave.
ZOOM TO CU of Sage on screen.
Screen turns to static.

FADE TO BLACK.

58) Dissolve in disclaimer crawl
over black.

"The information presented in this video has been compiled from sources and documents believed to be reliable and represents the best professional judgment of the National Restaurant Association Educational Foundation. However, the accuracy of the information pre-sented is not guaranteed nor is any responsibility assumed or implied by the National Restaur-ant Association Educational Foundation for any damage or loss resulting from inaccuracies or omissions."

AUDIO

SAGE: You're welcome, Nano. Stay safe...
and remember what you've learned. I'll
see you next time!

MUSIC DOWN AND OUT.

ANNOUNCER (in sync with crawl): "The information presented in this video has been compiled from sources and documents believed to be reliable and represents the best professional judgment of the National Restaurant Association Educational Foundation. However, the accuracy of the information presented is not guaranteed nor is any responsibility assumed or implied by the National Restaurant Association Educational Foundation for any damage or loss resulting from inaccuracies or omissions."