WELCOME
CORE DIVISIONS

WESTWORLD COMPRIS 5 CORE DEPARTMENTS
THAT ARE OVERSEEN BY THE PARK DIRECTOR AND FOUNDER
DR. ROBERT FORD

PARK DIRECTOR

N NARRATIVE
- NARRATIVE TECHNICIANS
- DESIGN TECHNICIANS

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- LOCATIONS & CONSTRUCTION
Narrative Technicians work with the department head to script host responses and to structure park story lines both major and minor. The main goal is to entertain and captivate, all while controlling the unpredictability of guest choices.

Design Technicians

The Design Team works in concert with Narrative to conceptualize host physical appearance—from basic structure to facial detailing, and figure, to color to signature sets of features. The Design Team works with the Manufacturer Division to ensure that the hosts are built per their corporate specifications.

Storylines are multilayered interactive experiences between the hosts and guests, and must be able to thread a narrative through a web of guest decisions.
MAJOR HOST GUTACHE NOT RESPONDING TO VOICE COMMAND S.O.S.

HOST BEHAVIOR

Technicians working on Host Behavior are responsible for representing the full range of human experience and the complexity of emotion through simulated cognition.

The department works with Narrative to ensure that hosts are complete “characters” with rich backstories, gestures and mannerisms. As our hosts become more and more lifelike, the completely immersive park experience only improves.

ANIMAL HOST BEHAVIOR

The “lesser species” are the foundation of our host models and come with complexities and challenges of their own.

As Animal Host Behavior labs are on the same floor as Host Behavior labs, please make sure to keep track of your belongings.
HOST AND ANIMAL BEHAVIOR TEAMS ARE CHARGED WITH THE CREATION OF NEW HOSTS AS WELL AS MAINTAINING AND IMPROVING THE COGNITIVE SYSTEM OF EXISTING ONES.

BEHAVIOR LABS

Behavior Labs are the site of initial programming for all hosts. Techs assigned to the main lab floor will largely focus on installing the crux of cognition – basic emotions, primary drivers, analytical reasoning – for both new characters and repurposed hosts.

DIAGNOSTICS

The Diagnostics portion of the Behavior Lab Floor focuses primarily on pinpointing update needs for existing hosts, as well as administering quick debugging to malfunctioning hosts after particular incidents. If the problem cannot be solved through system troubleshooting, techs are to work with Quality Assurance to ensure that hosts adhere to safety protocols, and Livestock Management, in any self-reported cases.
SYSTEM IS DOWN IF YOU CAN SEE THIS HELP NOW

PARK OPERATIONS

The Control Room is Quality Assurance’s monitoring room containing the largest available screens in the park. Surveillance Technicians monitor the park via Security Video uploads, working with controllers at the front desk to resource-allocation judgments and real-time incident resolution.

THE SECURITY PANEL

The Security Panel monitors activity in the park and in the maze, flagging potentially anomalous activity for security techs in the Control Room. It is the mechanism through which techs control the hosts and provide safeguards against unintentional critical adjustments to hosts.

Westworld is a complex circus of activity, and only a high-powered computational system could successfully traverse the high-wire act of balancing extreme thrills and guest safety. This autonomous mechanism is a hallmark of the Westworld experience – guests are able to remain immersed and unguarded as ultimately few activities in the park are observed by human eyes.
SECURITY RESPONSE
The Security Response Team deals with all instances of park safety, both topside and in Tech World.

The Security Panel and various departmental checkpoints ensure that these specially trained operatives are rarely needed.

FORENSICS
The Forensics Team goes topside to investigate “crime scenes” or scenes of host abnormality.

PLEASE DO NOT ENTER AN ACTIVE INVESTIGATIVE SCENE UNTIL THE FORENSICS TEAM LEAD GIVES THE OKAY.

PLEASE DO NOT ENTER A SCENE WITHOUT THE PRESENCE OF A SECURITY TEAM MEMBER. IF ASSISTANCE IS NEEDED FROM THE BEHAVIOR DEPARTMENT, PLEASE INFORM THE CLOSEST ADVISOR, WHO WILL MAKE THE CALL TO TECH WORLD.
LIVESTOCK MANAGEMENT
LIVESTOCK MANAGEMENT is responsible for the physical maintenance of active hosts and for proper storage and/or decomposition of decommissioned, retired or scraps.

Body Shop Technicians are responsible for the cleaning and surgical repair of damaged hosts, ranging from normal wear and tear to appendage replacement.

Hosts that require full reconstruction are discarded, and their brains are placed in a full rebuild by Manufacturing. Hosts with cognitive errors that cannot be patched are subject to decomposition.

CLEAN-UP CREW
In special cases, the Clean-Up Crew is responsible for going to aide to safely retrieve host bodies and bring them below. This is only in instances of cognitive malfunction or possible security concerns.

Clean-Up techs work in tandem with QA to ensure no guests are in the area. It is important that host retrieval does not interrupt the full immersive experience for guests and hosts alike.

HOST INTAKE PROTOCOL
Adhering to proper intake protocol is the key to maintaining seamless world immersion in the park and protecting the corporate integrity of our host property.

IN CASE OF UNUSUAL ACTIVITY

1. Dress in the cleanup outdoor attire. Head above ground to freeze action and retrieve fallen hosts. Please work in concert with the Control Room to ensure no guests are present.

2. After any reaching breakdown, undertake host prioritization, then repair, then replace, then dispose of deceased host units.

3. Undertake host will bury host unit(s) in a specified grave. Hand in wetsuit & other equipment to intake staff for transportation to the mine.

4. Remove all clothing and sanitizing host unit(s) place back into exteriorgrave. If unsuitable, deposit in normal trash. No costumes are to be taken for personal use.

5. Thoroughly review host unit in proportion for repair. Any accompanying body parts are to be disposed of if not realistic.

6. Transport the newly repaired host unit to assigned body shop repair zone. Full examination of repair before beginning any repairs. Do not feed balloons inside without removing elastic and dispose.

7. Fully review host status and confirm deep venue before beginning any repairs. Do not feed balloons inside without removing elastic and dispose.

8. Fitted for diagnostic checkup, send newly repaired host directly to venue.
MANUFACTURING

THE MANUFACTURING DEPARTMENT IS RESPONSIBLE FOR THE CONSTRUCTION OF THE WORLD TOPSIDE, FROM OUR HOSTS TO THE STRUCTURES THEY INHABIT.

HOST ASSEMBLY

Host Assembly Techs are in charge of the physical creation of host bodies and parts; they work with the Design Team to execute the construction of host characters from the skeletal frame to the working biological organs and musculature.

Manufacturing also works in tandem with the Behavior Department to incorporate the updated brain in new host creations and full re-builds.

LOCATIONS & CONSTRUCTION

The central responsibility of Locations & Construction is terrainscoping and landscaping the physical terrain as needed for new park narratives.

Geo Supervisors act as foremen, working closely with Narrative to build the necessary components of ever-changing story lines.

HOST CONSTRUCTION

While host formation is a collaborative effort between all departments, Manufacturing is the foundation upon which our hosts come to life.

NEW HOST CONSTRUCTION

1. Develop the characters and work with Design Team to conceptualize physical body.
2. Print host bodies and assemble according to design specs.
3. Once basic brains are installed, calibrate basic motor functions and cognition.
4. Review hosts for quality control; apply cosmetic touches and costume. Fine-tune backstories and story lines.
5. Upload final personalities, cornerstones and drives. Calibrate character-specific motions and nuanced cognition.

FULL REBUILDS

1. Remove brain from damaged host remains.
2. Print host bodies and assemble according to established design specs.
3. Calibrate basic cognition and upload current character configurations.
4. Revise hosts for quality control; apply final cosmetic touches and costume according to established character.

WESTWORLD CORPORATE GUIDEBOOK
TRAINING

YOU WILL NOW BE REQUIRED TO COMPLETE A BRAND NEW TRAINING MODULE BEFORE SETTING FOOT IN THE MESA AS A FULL-TIME HIRE.

DELOS PARK TRAINING SIMULATION FOR NEW EMPLOYEES

The DPTS is a high-fidelity simulation program that allows each Trainer the opportunity to learn the full suite of Westworld operations through virtual management. You will be tasked with successfully running your own miniature Westworld—from the manufacture and care of hosts in the lab, to managing guest satisfaction out in the park.

The DPTS takes advantage of Delos’ proprietary software and extensive algorithmic power to provide a highly-detailed model of the park and the people that make it run, developed with a seamless immersion in mind. Prove yourself capable at the controls and you’ll be just fine here.