

OPERATING PROCEDURES MANUAL

Running Life & Death on your IBM PC/XT/AT
or compatible

WARNING

LIFE & DEATH is a game for fun, not education. Nothing that appears in or on the package, manual or the software program is in any way intended to be a statement or representation of fact or of medical opinion applicable to any situation other than the playing of the computer game. No statement, diagram or illustration concerning any anatomical, medical or health-related decision. You should consult your physician or other health-related professional if you have any questions.

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Life & Death runs on IBM PCs, IBM PC/XTs, IBM PC/ATs and true compatibles running MSDOS version 2.0 or later. 512K of memory and a graphics adapter (CGA, EGA or VGA) are required. A mouse is recommended, but not required. Joysticks are also supported.

Installation

The Life & Death package comes with two 5.25" diskettes and one 3.5" diskette. You must run the installation program provided with the game before you can play Life & Death. To start the installation program, insert into your first floppy diskette drive either the 3.5" diskette or

the 5.25" diskette, according to your available equipment. Type the following two lines:

```
A: [ENTER]
```

```
INSTALL [ENTER]
```

Follow the instructions given by the installation program to install Life & Death. After the game has been successfully installed, the installation program will give you instruction on how to start Life & Death. Follow these instructions whenever you wish to play the game. After installing Life & Death, put your original diskettes away for safekeeping. You will not need them to play the game. Life & Death is not copy protected.

If you have installed Life & Death onto more than one floppy diskette, you will be

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Requirements

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A: [ENTER]

INSTALL [ENTER]

Follow the instructions given by the installation program to install *Life & Death*. After the game has been successfully installed, the installation program will give you instruction on how to start *Life & Death*. Follow these instructions whenever you wish to play the game. After installing *Life & Death*, put your original diskettes away for safekeeping. You will not need them to play the game. *Life & Death* is not copy protected.

If you have installed *Life & Death* onto more than one floppy diskette, you will be

asked to insert different diskettes at various times while playing the game. Usually, this will happen when you enter the Operating Room to perform surgery. If the game program cannot find the file it's looking for, it will give you a prompt such as:

"Please insert diskette containing Surgery 1. Press a key when ready..."

If you have two floppy drives, you may insert the diskette into the second drive and the program will find it.

Using the Mouse, Keyboard and Joystick

You may use *Life & Death* with or without a mouse or joystick, although a mouse is recommended. To move the icon with the keyboard instead of the mouse, the following keys are available:

| | | |
|-----------|--------|------------|
| 7 | 8 | 9 |
| Up Left | Up | Up Right |
| 4 | 5 | 6 |
| Left | Button | Right |
| 1 | 2 | 3 |
| Down Left | Down | Down Right |

You may use the [Shift] key in combination with the above keys to temporarily increase the speed of icon movement. The [Alt] key acts like a mouse button, so it may be used to click and drag the mouse. The [ENTER] key also acts like a button. The above keys can be pressed simultaneously in any combination.

Moving Around the Hospital

To move around the hospital, use your mouse or mouse substitute. To enter or leave a room, click on the door. To pick up a clipboard, click on it. To put a clipboard down, move the mouse icon off the clipboard and click. While viewing lessons in the classroom, click on the chalkboard to ask the instructor to put up the next lesson. To leave the hospital, exit through the doors at the far end of the hall. Feel free to explore all of the rooms and objects at Toolworks General Hospital.

When clicking, always use the tip (upper left) of the mouse arrow to indicate where you want to go or what you want to pick up. The arrow will turn into an hourglass when the program is busy.

The [ESC] key can be used as a quick exit key. When you press the [ESC] key, you will leave whatever room or screen you are currently in.

Signing In

Before you can be assigned any patients, you must inform the hospital staff that you have arrived. Nurse Pierce will offer you the sign-in clipboard in the main hall. Click on the clipboard and you will be presented with the sign-in sheet. If you are a new doctor, click on an empty line, enter your name and press [Enter]. If you are a returning doctor, just click on your name.

Once you have signed in, the program will remember everything about you even if you leave the hospital and come back to play another time.

Diagnosing a Patient

To diagnose a patient, you should first read the patient's reported symptoms. These symptoms can be found on the clipboard at the foot of the patient's bed. Click on the clipboard to pick it up. To put the clipboard down, move the icon off the clipboard and click.

To perform a physical examination of the patient, click on the patient's body. You will be presented with a close-up of the torso. To palpate a particular region, move the mouse to the area and click. Note the patient's responses. To end a physical examination, click on the bed covers.

The patient's clipboard is also used to order a particular treatment or more tests. Use your mouse to put a check mark in the appropriate box. You must put your initials in the space provided in order for the staff to carry out your request. Remember to put the clipboard down when you are done with it.

Selecting the Operating Team

The personnel records can be found in the Staff Room. To select your operating team, click on the folder that the personnel nurse offers you. There are six available staff members, two of whom may be

chosen for the operating team. To select a staff member, put a check mark in the box next to the name. To get more detailed information on a staff member, click near the staff member's name (but not in the check box). You will be presented with the staff member's photo and profile.

The Toolworks General Hospital Honor Roll is in the file cabinet in the Staff Room. Click on the cabinet to view the Honor Roll.

Medical School

Whenever the chief of surgery feels you need schooling, you will be instructed to report to the medical school. Most of the lessons in medical school are written on the chalkboard. The classroom is also outfitted with audio-visual equipment that will sometimes be used after an unsuccessful surgery. If you have installed *Life & Death* onto more than one floppy diskette, the staff may sometimes misplace your videotape or slide. This can happen if several different doctors play your *Life & Death* game and they all leave unviewed pictures stored on your *Life & Death* diskette. The program will remove the oldest picture if it runs out of room, so you should rarely be inconvenienced.

Answering a Page

When Nurse Pierce gives you a message that someone has called, it is in your best interest to answer the call. Use the beeper that came with your *Life & Death* package to determine the number

where they can be reached. Line up the person's name (e.g. Morgan) and where they called from (e.g. Pathology) in the top beeper window. The correct phone number is contained in the window corresponding to the phone line used for the call. Pick up the phone on the main desk and dial this number. When dialing the phone, you may push the phone buttons by clicking the mouse or you may type the numbers with your keyboard.

Surgery

When you first start surgery, the mouse icon will be in the shape of an ungloved hand. Click on an instrument to pick it up. Use the tip (upper left) of the hand to point to what you want to pick up. The icon will change to a representation of the instrument you are currently holding. To put an instrument down, click anywhere on the operating tray. To use an instrument, move the icon to the appropriate place and click. For some instruments, such as the scalpel, sponge, suction and antiseptic, you must click and drag the mouse to use them properly.

To open a drawer, first put down any instrument you might be holding and click on the drawer handle. Use the same procedure to close the drawer.

When removing forceps from the patient's body, line up the tip of the hand with the forceps handle.

To retract a tissue layer, pick up the retractor and click near the incision. To close a tissue layer, click the retractor somewhere outside to layer to be closed.

Tissue layers must be opened and closed in sequence.

Hospital Policies and Guidelines

The Hospital Policies and Guidelines clipboard is used to set the *Life & Death* game parameters. To have this clipboard handed to you, click on any intercom. Alternatively, you may press the [F1] key. To select or unselect an option on the Policies clipboard, place a check mark (or remove the check mark) in the appropriate box by clicking with the mouse.

"Quiet hours in effect" means that the sound will be turned off while playing the game.

You may choose which mouse or mouse substitute you prefer using. If you click on the box corresponding to "Use Mouse" and no check mark appears, it means that your mouse is either disconnected or the mouse software has not been installed. Refer to the documentation provided with your mouse for more information.

The Keyboard may be used in combination with either the mouse or the joystick, but not both.

There are three play levels available: Novice, Intermediate and Advanced.

If you have not yet signed in, the bottom of the Policies clipboard will contain an option called "Remove surgeon from sign up." To remove a doctor's name from the sign-up list, choose this option. The pro-

gram will display the sign-up clipboard, at which time you may choose a surgeon to remove by clicking on his or her name. Before the name is actually deleted, you will be asked to confirm the surgeon's removal by checking the appropriate box.

If you have already signed in, you may enter your initials in the box provided at the bottom of the Policies clipboard. Click and drag the mouse to draw. Use the "Erase" box to erase the initials and start over.

not been corrupted, and that it is not write-protected.

Error Messages

"Not enough memory to load" -- *Life & Death* requires a system with 512K bytes of memory. If you have a 512K-byte system, memory-resident programs taking up needed memory may be the problem.

"Not enough memory to run" -- See above.

"Disk is write-protected. Remove write-protect tab and run L&D.EXE again" -- The start-up *Life & Death* diskette must not be write-protected.

"Disk is full. Remove excess files and run L&D.EXE again" -- *Life & Death* needs some space (about 3,300 bytes) to store its data file.

"Unable to open L&D_SURG.DAT. Error code = xxx" -- This error can happen with DOS systems earlier than 3.0. The program was unable to read or write the data file for an unspecified reason. You should make sure that the program, diskette has

where they can be reached. Line up the
 person's name and click on it as if it
 they called from a "Patient" in the
 window. The correct number
 is contained in the window corresponding
 to the phone line used for the call. Pick up
 this tab and ask man out on end of
 number. When dialing the phone, you may
 push the phone buttons by clicking the
 mouse or you may type the numbers with
 your keyboard.

Surgery

When you first start surgery, the mouse
 icon will be in the shape of an ungloved
 hand. Click on an instrument to pick it
 up. Use the top button of the hand to
 point to what you want pick up. The
 icon will change to a representation of the
 instrument you are currently holding. To
 put an instrument down, click anywhere
 on the operating tray. To use an instru-
 ment, move the icon to the appropriate
 place and click. For some instruments,
 such as the scalpel, sponge, suction and
 antiseptic, you must click and drag the
 mouse to use them properly.

To open a drawer, first put any
 instrument you might be holding and
 click on the drawer handle.

When removing forceps from a
 patient's body, use the up arrow with
 the mouse handle.

To pick up the



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When you click on a name in the
 list, the name will be highlighted and
 the name will appear in the window
 which time you may choose a surgeon to
 remove by clicking on his or her name.
 Before the name is actually deleted, you
 will be asked to enter a name in the
 removal by checking the appropriate box.

If you have already entered a name
 enter your number in the box provided at
 the bottom of the Patient clipboard. Click
 and drag the mouse to draw the name
 into the box to enter the number and
 click on the mouse to enter the name.
 To remove a name, click on the name
 in the list and click on the mouse to
 remove it.

Error Messages

When you start the program, you
 will see a message box that says
 "Not enough memory to load the program."
 This message appears when you have
 less than 1 MB of free memory.
 To solve this problem, you should
 close all other programs and
 restart the program. If you have
 more than 1 MB of free memory,
 you should check the amount of
 free memory in the system.
 To check the amount of free
 memory, click on the mouse to
 open the "System" menu and
 click on "Memory". The amount
 of free memory will be shown
 in the "Free" field.