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USER GUIDE

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A printer-friendly version of this user guide can be found at http://www.legacyinteractive.com/guides/ER_Guide.pdf

GETTING STARTED

Welcome to ER. On your very first day in the ER, you face the real-life drama that you've only seen on TV: 48-hour shifts, intense co-workers and dramatic storylines. Don't worry too much — you aren't in this alone. Dr. Carter, Dr. Lewis and Dr. Pratt are all here to help get you up to speed. Choose how you want to behave (or misbehave) and see where it takes you. Form friendships, put rivals in their place and perhaps even engage in an office romance or two. The ER is your playground — drama is sure to abound when you are in control!

INSTALLATION INSTRUCTIONS

1. Insert the ER disc into your CD-ROM drive.
2. The startup screen will appear. Select "Install."
Note: If the startup screen does not appear, go to "My Computer" and open your CD-ROM drive folder, then double-click "Setup.exe."
3. Follow the onscreen instructions.

GOAL OF THE GAME

Your goals in the game are to mature into an effective ER doctor and to increase your prestige in the hospital. Prestige is the measure of how well you are doing your job, how much people like you and how far you will go in your career. You accomplish these goals by successfully treating patients, maintaining positive relationships with your peers and completing your orders.

THE BASICS

MAIN MENU

During game play, access this menu by hitting the "Esc" key on your keyboard.

New Game

Click the "New Game" button to create a new doctor.

Load and Save Games

Click "Load Game" to continue playing a game you've previously saved. Select the name of the game you would like to play and then click "Load" to resume your game.

You can save up to 10 games. To save your current game:

1. Hit the "Esc" key and select "Save Game."
2. On the Save menu, select a slot and then type a name for your game in the "Name" field.
3. Click "Save" to save the game and return to your current game. (Note: To overwrite an existing game, click "Save." You will be prompted to overwrite the file. Click "OK" to overwrite the selected file and return to your current game.)

GAME OPTIONS

Video

You can select how the video is rendered by choosing either "Hardware Rendering" or "Software Rendering." Faster machines with more powerful video cards and plenty of memory can use hardware rendering at 1024 X 768 resolution. Slower machines, and even most laptops, might require you to use software rendering at lower resolutions. The resolution is also adjustable. Experiment with settings that give you the best performance with the best visual quality.

Clock

Toggles between AM/PM and a 24-hour clock.

Subtitles

Toggles subtitle boxes for voice-overs.

Audio

Change audio volume settings.

Credits

See a list of who worked on the game.

Exit to Windows

Click "Exit" to quit the game.



YOUR CHARACTER

Create Doctor

Create your doctor with the gender and look of your choice. Then select the attributes that make up your character's personality and medical aptitude (i.e., the speed at which you acquire your medical skills). There are four personality traits and they affect each medical aptitude differently. Strike a balance that fits the strengths of the doctor you want to play. And don't forget to pick a good name!

Your personality traits are:

1. Intelligence — Good old-fashioned smarts. This trait heavily influences your Neurosurgery and Toxicology skills. It also affects your Pediatrics, Cardiology and General Surgery skills.

2. Constitution — Can you reset bones, perform CPR and treat injured children hour after hour? Constitution will mainly improve your Orthopedics skills and will also have some influence on your Toxicology, Pediatrics and Cardiology skills.

3. Dexterity — This trait plays an important role in your Cardiology and General Surgery skills. It also influences your Orthopedic skills, as well as your Neurosurgery skills to a lesser degree.

4. Charm — Everyone loves to be loved! This trait mainly influences your Pediatrics skills. It will also improve your Neurosurgery and General Surgery skills and slightly improve your Toxicology and Orthopedic skills.

START GAME MENU

Once you've created your character, you're ready to start the game:

- Select "Play Tutorial" to learn how the features of the game work. Dr. Carter will explain the basics of moving around the ER and playing the game. Playing the tutorial is highly recommended.
- Select "Start Game" if you want to skip the tutorial and start playing immediately.



INTERFACE

The HUD

We refer to the graphical elements of the user interface on the main gameplay screen as the "HUD" (Heads Up Display).

Prestige Wings

The Prestige Wings show your prestige status. Prestige is the measure of your performance as a doctor. It's based on how well you are performing as a doctor and how well you are liked by the hospital staff.

At the start of the game, the wings are blue, which indicates nonexistent prestige. Black wings indicate bad prestige, while bronze, silver and gold indicate escalating levels of positive prestige.



Disgraced



Anonymous



Noteworthy



Highly Esteemed



Pre-eminent

Area of Influence ("AOI")

You are the star of the show in this ER, so all of the action centers around you. The slightly glowing circle that radiates from your character's feet is your "Area of Influence," or "AOI." All staffers and patients need to be within this area for you to interact with them and have influence over them. Interactions include: conversations, relationships, and treating and stealing patients. Doctors within your AOI also can have a positive or negative influence over your medical skills (depending on your relationship with them). This area also displays the special abilities that you have activated in the circles orbiting your character.

Medical Skills Panel

There are six medical disciplines to master during your time at County General:



Toxicology

Poison and drug-related issues.



General Surgery

Everything from scraped knees to bullet wounds.



Pediatrics

Child related issues.



Neurosurgery

Head and brain traumas.



Cardiology

Heart and vascular disorders.



Orthopedics

Broken bones of all sorts.

Your skill level in each field is rated on a scale of 1 to 10. Your skills determine how successful you are at diagnosing and treating patients, as well as how long it takes you to treat them and your likelihood of success. As a fresh intern, you start with a level 1 rating in each field. As you treat patients, you gain experience and your skill levels improve.

Mini Map & Beds Panel

Click the "Maps" tab to see maps of the ambulance port, floor 1 and floor 2. Click the "Beds" tab to see a chart of all the beds in the ER. Vacant beds are gray. Occupied beds have a color that reflects the injury level of each occupant (green to yellow to red). Flashing beds have patients who have been abandoned by their doctors. Steal these patients and treat them for an extra prestige boost.

Info Button

Click the "Info" button to open a window with your "Edicts & Logs," "Experience Spender," "Player Info," "Staff" and "Patients."



Perks & Special Abilities Button

Click this button to see a list of your perks and special abilities.



Patient Panel

Patients assigned to you are represented by icons in the Patient Panel so you can see what type of problem they have and monitor their severity level. Click a patient's icon to walk to the patient's bed. Right-click their icon to get more detailed information, to "curbside" or to send the patient to the lab for testing.

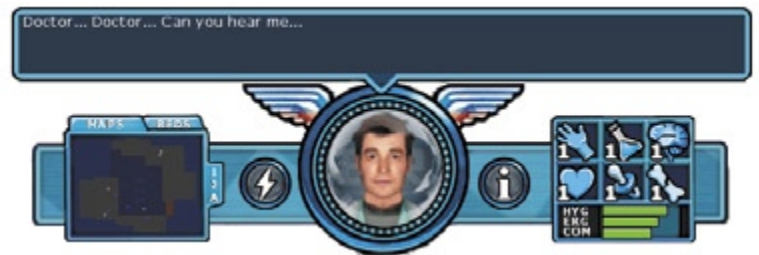
Hitting the Enter (Return) key also opens the Info window.

Central Hub

The Central Hub is the focus for information related to treatment progress and conversation disposition progress. It's also the main portal for doctors and nurses to talk to you.

The Central Hub has three modes:

1. Coach Box — The coach box appears only while characters talk directly to you. It displays an animated 3-D head of the character that is speaking. While the character is talking, the text of what he or she is saying displays in a bubble above the coach box.



2. Treatment Wheel — The treatment wheel shows the status of the patient you're treating.

A. The number at the top (ranging from 1 to 10) indicates the severity of the patient's condition. 1 is for the mildest scrapes and scratches, while patients at level 10 will require heroic measures to bring them back from the brink.

B. The patient's type of injury (after diagnosis) is displayed as one of 6 blue icons in the center of the portal. If the injury is unknown, a large question mark will display in its place. (See "Send a Patient for a "Lab Test"")



C. The arrow travels clockwise and appears red when the patient's health is decreasing, and it travels counterclockwise and appears green when the patient's health is increasing.

3. Conversation Mode — During conversations, the Hub displays your current level of disposition with your conversational partner, and it changes based on the direction the conversation takes. Get more detail on conversations in the “Interact With a Co-worker” section.



Clock

The clock in the upper-right corner shows you the game time. Each hour of game time equals 2 minutes of real time. Your shift begins promptly at 6 a.m. and runs for 48 hours. You can select a standard AM/PM clock, or a 24-hour version (via the options menu).



Timer

Every episode is based on a 48-hour shift. The timer in the upper-left corner of the screen acts as a countdown to the end of the episode. As time passes, it rotates clockwise until it ends up where it started and time is up.



The timer also shows how much time you have left to complete your edicts (i.e., orders given to you by other doctors). Roll over the edict in your Edict List to see when you need to complete that objective.

Edict List

When you have current tasks assigned to you, called “edicts”, they appear under the Timer. Each item in the list displays a brief description of the nature of the task and the time remaining to complete it. Mouse over an item in the list to reveal more detailed information. When you mouse over an item, the Timer will also reveal the amount of time left to complete the edict.

Timed Perks

Certain perks (see “Perks and Special Abilities”) remain active for a length of time. When you activate a timed perk, its icon appears in the Timed Perks List and displays the remaining duration of the perk.

General XP Star

As you treat patients, you will gain some general experience (“XP”) that you can apply to your raise your skills. When you fill in this star with shards, it will display the number of full stars that you have to spend.

Hints

From time to time, new gameplay hints pop up as new features are introduced in the game. Click on the light bulb icon to view the hints.



Fitness Boost

Displays when Fitness Boost is active.



Disposition Proximity Alert

Your relationship with your fellow hospital staffers impacts your ability to perform your job at a consistent level. When a staffer who has a good or bad enough relationship with you to affect your medical skills is within your AOI, you will see this icon in the HUD.



Gamers Boost

Displays when Gamers Boost is active.



Edicts

As an intern fresh out of med school, you'll do your share of grunt work. Follow the resident and attending doctors' orders to the letter to gain both experience and prestige. Goof off and you'll write your ticket right out of County General.

The more orders you complete, the more the staff members respect you and the higher your prestige rises.

You receive an order by page or by hearing it directly from a doctor, during which time the doctor's face appears in the Hub. Each order will be added to your Edicts list, which is located in the Info window under the "Edicts and Logs" tab. The list contains every order given to you during the episode, along with either how long you have left to complete the order or an indication of whether you successfully completed it or not. Some edicts are critical to the episode and will get you fired if not completed, and others are minor tasks. The Edicts and Logs tab contains a transcript of all conversations about your edicts.

GET TO KNOW THE ER

The layout of the ER is almost exactly the same as on the TV show, so you might already know your way around. County General's first floor contains all of the exam, treatment and trauma rooms; the waiting room (triage); and the security room. The ambulance port and basketball court are just outside the main waiting room. The second floor houses the cafeteria, doctor's lounge, gym and executive offices.

Following are the basics you need to know to take your first steps around this hospital.

Move to a Location

- Click anywhere on the ground to walk to that spot.
- You also can use your Mini Map to move around the ER. Click anywhere on the Mini Map to move to that spot. (You can even move between floors this way.)
- Click on an elevator mat to transport between floors.

Use an Object

- Click objects that have blue auras (such as chairs or exercise equipment) to walk to that object and start using it.

Move to a Patient

- Click a patient within your Area of Influence to walk to him or her and start your diagnosis or treatment.
- Click a patient icon to go directly to that patient's bed.

Interact With People

- Right-click anyone to display the ways you can interact with that person.
- Right-click patients or patient icons to get info on patients, move them to beds, assign them to another doctor or send them for tests.
- Right-click on staff members to get info on them, give them orders, talk with them or trade perks with them (via the Interact button).

CAMERA VIEWS

To locate a staffer, go to the "Staff" tab in the Info window to see where they are.

Rotate

Your character is always in the center of the screen. To rotate the camera to get a better view, move your mouse pointer to one of the corners of the screen. Stop the rotation by moving your mouse away from the corner. You can also rotate the camera using the left and right arrow keys on your keyboard.

Zoom

To zoom in or out, roll your mouse wheel up and down. Alternatively, hold down the right button on the mouse and then drag it toward you to zoom in or push it away from you to zoom out.

THE PATIENTS

When sick and injured people come to the hospital, they always go to the waiting room. All patients have a problem that corresponds to the 6 medical fields, with a severity from 1 to 10.

You can easily identify your patients by the slight pulse of their aura.

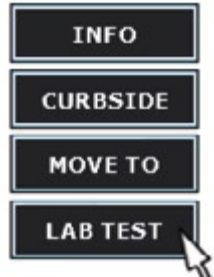


DIAGNOSE A PATIENT

Patients with gray auras are undiagnosed and require care. Click a patient with a gray aura to begin diagnosis.

If a gray question mark appears in the Hub, that means you are unable to determine the patient's problem. You may not have enough experience to diagnose some patients and you'll need to send them to the lab for tests. Do this by right-clicking a patient and selecting "Lab Test."

You may find patients that have already been abandoned by other doctors. Taking care of them will improve your prestige. Check the waiting room for previously diagnosed patients and look for flashing beds in the bed map.



If you're able to diagnose a patient, his or her gray aura changes to a color between green and red, corresponding to the problem's severity level. Their colored aura pulses slightly. The problem and severity level display in the treatment wheel.



Once you have the diagnosis, you need to decide whether to start treatment or assign the patient to a more experienced doctor. If a patient's injury level is less than or about equal to your skill level, you're capable of successfully treating the patient. If the patient's injury level is much greater, you should "curbside" the patient.

SEND A PATIENT FOR A "LAB TEST"

Send a patient for lab tests if you cannot diagnose his or her problem. Just right-click the patient and select "Lab Test." Doing so assumes responsibility for the patient's care, and his or her icon will be added to your Patient Panel at the top of the screen. The icon will be gray with the word "LAB" at the bottom of the icon.

It can take many hours for patients to finish lab tests. Just continue with your other duties; a patient's icon shakes to let you know when he or she is ready to get assigned to a bed for treatment.

When a patient finishes tests and has a diagnosis, his or her patient icon shakes slightly and turns from gray to the injury's severity color with the word "BED?" under the icon. Check what the diagnosis is and determine if you should curbside the patient or assign him or her to a bed and begin treatment. Right-click on the patient icon to move them to an open bed. A tech will bring the patient to the bed in a wheelchair when available.

"CURBSIDE" A PATIENT

Curbsiding means to assign a patient to another doctor for treatment. Curbside a patient if his or her problem is beyond your medical skills, if treating the patient would be a waste of time (because the problem is way below your skill level), if you don't have time to treat a patient, or if you want to help a fellow doctor increase his or her experience. Right-click a patient or patient icon, select the "Curbside" option, and then select the doctor you that you want to treat your patient.

Your relationship with a doctor influences the likelihood of that doctor accepting your curbside request.

Curbsiding is important because it improves your relationships with other doctors. Doctors like to have patients given to them because they can improve their skills. You might also curbside easier cases to less-skilled doctors to help them learn.

Accepting curbsides from others will improve your prestige.

Sometimes doctors will curbside to you, based on how much they like you. This is a way to help out your fellow doctors as well as a quick way to increase your experience, but you can choose whether or not to accept the patient. An icon appears on the right side of the screen indicating the curbside request. Click it to accept or reject the request.

Interns will often curbside a patient to you if they feel they are in over their heads. You must accept any patient that is curbsided to you by an intern.

When your skills suddenly decrease, check for the disposition proximity warning. This indicates that a rival doctor or nurse is in your AOI. Perhaps a well-placed perk can rid you of that pesky doctor or nurse for a spell.

"MOVE TO" A BED AFTER DIAGNOSIS

Assign a patient to a bed only if you think you have the ability to treat them successfully. Click an empty bed in the Beds Panel immediately after diagnosing the patient to transport the patient to that bed. You can also right-click the patient or the patient icon and select "Move to" and choose a bed.

Assigning a patient to a bed means you have assumed responsibility for this patient, and his or her icon will be added to your Patient Panel if it's not already there. Sending the patient to a bed also notifies a nurse to go to the bed and assist you.

For patients transported by gurney, click on the patient once they are in their treatment bed to page a nurse and begin treatment.

You may want to choose a bed that is near friendly staffers and far from your enemies.

CHOOSING A BED

Patients with severity levels of 8 or higher belong in the trauma rooms. Levels 5 to 7 should be placed in the exam rooms. And levels 1 to 4 belong in the Main Exam. The Bed panel shows a basic outline of the treatment rooms, and is color-coded to indicate the severity of patients that they support.

Assigning a patient to a bed in a room that is below the level needed to support him or her causes the nurse to leave temporarily during treatment to fetch equipment necessary to continue treatment. You can reassign a patient to a more appropriate bed at any time, but keep in mind that it might take a few minutes to get them moved to their new bed.

If your patient has a level-3 injury, place him or her in the main exam bed closest to exam room #2. If the patient's injury level rises, the nurse won't have to go far to get extra equipment. Use the same strategy for level-6 injuries.

If the people nearby like you, your skill level may improve and your treatments may go better. Likewise, if they don't like you, your skills may decrease.

TREAT YOUR PATIENT

Once your patient is in a bed click on them to begin treatment.

Nurses

Until you gain a high level of skill, a nurse must be present before treatment can begin. When you assign a patient to a bed, the nurses are paged and one will head over to that bed. Monitor the nurse's arrival by watching his or her time bar, which appears below your patient's icon in the Patient Panel. After you hit level 4, you will not need a nurse to treat patients with lower severities.

If you need a nurse right away, wait until one is within your AOI and then click on your patient. This forces the nurse to help you.



The more green in the bar, the closer the nurse is to arriving at the bed. When the meter is completely filled, the nurse will be standing at the bed. The time bar then turns red. Nursing resources are often stretched to the limit, so if a nurse is not immediately available, move on to another patient or scrub up those hands until one arrives to assist. Don't keep them waiting, though; they'll get impatient and move on to another task. Monitor a nurse's pending departure by watching his or her time bar. When the nurse starts to get annoyed, his or her bar will start creeping down. When all the color in the bar is gone, the nurse will take off, most likely carrying a grudge. If you lose a nurse because you took too long to show up, click the patient to page another nurse to come to the bed.

Nurse Shuttling

If you assign a patient to a bed suitable for lower severity patients, or if a patient worsens to a level above a bed's suitability, they will leave to collect supplies. If this happens, take a moment to recharge your energy or wash your hands. If this continues to happen, move the patient to a more appropriate bed.

Nurses move quickly to assist with more difficult cases.

The beds in Main Exam can support patients up to level 3. Exams 1 and 2 support patients up to level 7 and the Trauma rooms accept all patients. Try keeping your patients in appropriate beds, to keep the trauma rooms available for the most severe patients. Use your bed tab to keep track of bed usage and determine which beds are the most appropriate for your patients.

Treatment Progress

The Hub shows your treatment progress. As treatment goes well, the arrow moves counterclockwise toward a severity level of 0. If treatment doesn't go well, it swings clockwise toward a severity level of 10. The arrow may swing back and forth as the patient hangs between life and death. Remember, if your patient degrades significantly above your skill level, it's time to curbside.

Successful Treatment

Your likelihood of success is based primarily on your skill level and the patient's severity level. Having a skill level that is greater than or about equal to the patient's level of severity is a big influence on successful treatment. Attempting to treat a patient whose severity level is much greater than your skill level risks making the patient worse, and could even cause death. Remember your Hippocratic Oath: "Do no harm."

Don't diagnose too many patients at once. The more patients you have on your patient list, the faster your composure will decay.

Injury severity

Doctor's skills



GET "INFO" ON A PATIENT

Check the problem and severity level of any diagnosed patient, as well as the name of the doctor who is treating the patient and his or her skill level. Right-click the patient and choose "Info" from the pop-up menu.

Check the status of all diagnosed patients in the ER by clicking on the "Info" button in the HUD and then selecting the "Patients" tab.

The "Patient" section in the Info window is a quick way to find medical problems you want to treat.

PROBLEMATIC PATIENTS

You can't "treat and street" all of your patients. The ER is more unpredictable than that. Some have more complex injuries that only emerge as you treat them. You may find yourself treating a patient, only to have him or her turn gray again. Once you re-diagnose that patient, you may have to send him or her off for additional lab tests. Ultimately, you may find that the patient has the original problem, along with additional injuries and severities.



STEALING PATIENTS

If you need more patients, stealing is always an option. Stealing a patient makes it easier for you to treat more patients, since half the work is already done. It's also a way to get a specific medical case you need for experience. But stealing negatively affects your relationship with the patient's doctor and has been known to ruin friendships. Choose wisely.

Remember, your patients have pulsing auras.

Once a diagnosed patient is sent to a bed, you can steal them. Find a patient that suits your needs by right-clicking and selecting "info." The info window indicates the patient's problem and severity level, as well as their current doctor. Once you've picked the one you want, simply click on the patient. A prompt asks you to confirm your choice. Click "OK" and the patient is all yours. If you steal a patient before he or she gets to a bed, you have to assign one before you can begin treatment.

Group your patients together so you can monitor and prevent stealing more easily.

Doctors can steal patients from you just as easily. Friendly docs won't be as likely to swipe a juicy neuro case, but there's no telling what they will do to advance their careers. The only thing you can be sure of is that they won't try to do it while your patient is within your Area of Influence. If you see someone hovering around one of your patients, get there quickly and the offending doc will slink off in frustration.

MANAGING YOUR NEEDS

If you cause people to think badly of you, they may negatively affect your treatment if they are nearby.

Maintain Your Stats

You need three things to keep up your performance as a stellar doctor: good hygiene, plenty of energy and ample composure. The three bars in the bottom-right corner of the screen help you monitor these stats.



Keep your treatment abilities at their optimal level by maintaining your stats.

If they get too low, your medical skill levels deteriorate and you could endanger lives! These stats also affect your relationships with other staff members. When your stats get out of whack, you offend, annoy and stress out the people around you.

Hygiene

When things are hopping in the ER, it's easy to let yourself go. Bad hygiene decreases your medical skills, and a dirty body...well, no one likes a stinky doc! Click a sink to wash your hands, and make sure to go upstairs to take a shower at least once per shift.



Use a perk for a quick fix if your stats are getting too low.

Energy

Each shift in the ER is a grueling test of your training and stamina. Staying well-rested and fed keeps you on top of your game. If your skills start to degrade, try to eat or rest. The cafeteria has the most nutritious food options, but a vending machine is good for a quick pick-me-up. Try to take a break every once in awhile; lay down on a cot in the doctor's lounge to catch a few Z's.

If you only eat from the vending machines and never exercise, you will lose energy more quickly.

Composure

Keep your composure up by keeping your tension down. Conversations with staffers who have positive dispositions toward you helps you regain composure. Bad conversations and patients who take a turn for the worse lower your composure. Keep an even keel by exercising in the gym or talking with a friend. Successfully treating a patient also improves your composure. In a pinch, a shower boosts your composure as well. If your composure gets out of whack, you might cause turmoil with your fellow staffers.

Use different exercise machines to help regain composure more quickly.

Gain Experience

As you diagnose and treat patients, you gain experience and increase your medical skills. There are two types of experience: specific and general.

Specific Experience

Each type of problem you successfully treat increases your experience in that specific medical discipline. For example, the more surgery patients you take on, the better your scalpel-handling abilities. Once you collect enough experience in a medical discipline, you "level up" and advance to the next skill level. Monitor your progress toward the next level by clicking the skill icons or rolling your mouse pointer over them for about a second. A bar appears showing the amount of experience you have collected so far.



General Experience

As you treat any type of patient, you gain a small amount of general ER experience. This is the knowledge you soak up while working in the ER. The star in the upper-right area of the screen shows the amount of general experience you have gained. Once the star completely fills in, you earn an experience star, which can be used to increase your skill level in any medical discipline. To level up, go to the "Experience Spender" tab in the Info window and add the star to a specific discipline by clicking the plus sign. Click "OK" when you are done.



An experience star could come in handy if you're ordered to get experience in a specific discipline.

Aptitude

Aptitude governs how quickly you will gain experience in your medical skills, and how far your General Experience will go as you spend it toward your medical skills in the Experience Spender. The lower your Aptitude, the less experience you will gain for successful treatments of that injury type and the less valuable your General XP stars when you spend them in the Experience Spender. Your aptitude can range from "Below Average" to "Excellent."

The better the relationship with a staff member, the more likely you will get perks from them.

MANAGE PERKS

Perks are special, one-time-use items that you receive from fellow staffers and patients. They may help you treat patients, maintain your stats or improve social situations. Use them for good, for spite or even for comic relief; it's up to you. You can only hold up to four perks at a time, so use them wisely.

The more someone likes you, the more likely they are to trade with you. You may even be able to get them to agree to a mediocre deal, but your relationship might take a hit.



To access your list of perks, click the "Perks and Special Abilities" button (the lightning bolt). The top four slots in the window hold your perks. To see a description of your perks, or to delete a perk to make room for a new one, click the "Info" button and go to the "Player Info" section.

Trade or Give a Perk

Perks can be given as gifts and traded with the staff. Giving one is a great way to improve a relationship. Getting one is a great way to get yourself out of a bind. Certain perks are valued more than others, so use your bargaining skills to get what you want. To give or trade a perk, right-click a staffer and go to "Interact." Then click "Trade Perk." If you are talking with a co-worker, you can select "Perks" from the conversation menu.

To give a perk (or perks), select it from the left column. Then click "Give" to move the perk to your co-worker's list.

To trade perks, select the perks that you want to trade from the left column and the perks that you want to trade for from the right column. Click "Trade" and check the "Result" box for the response to your trade request. Remember, the better your relationship with your trading partner, the more likely your trade is to be successful.

You might need to delete a perk if someone wants to give you a perk but your four slots are full. If you want the person's perk, you must delete one of yours. Select the Perk that you want to delete and click "Delete."

Activate Your Perks

Some perks only affect you, and some will require you to target another staffer (or yourself). If you choose a perk that only works on you, simply select it from the "Perks and Special Abilities" menu, and you will see the effect immediately. For perks that require targeting, select the perk from the "Perks and Special Abilities" menu. Once selected, your mouse pointer will appear as a red targeting reticule. Move the reticule over your target character. The reticule will turn green. Click to activate the perk.

While all perks will take effect immediately after activation, some perks also persist for a period of time. When you activate a "persistent" perk, its icon appears on the left side of the screen, along with a time bar showing how much longer the perk will be active.

LIST OF PERKS

Learn what each of your perks can do and plan for the best time to use them:



Gypsy Rose – Wow that special someone temporarily with this gift, or play matchmaker between two others for 30 game minutes.



Grandma's Cookies – Everyone likes a person who shares, and everyone will like you a little more for 12 game hours.



Millionaire's Money Clip – Impress your peers with this prestigious gift and temporarily double experience gained.



Boxer's Winning Edge – The doctor gains the mental edge of a winner and added success in all medical procedures for a short time.



Gift Shop Flowers – Everybody likes flowers. Stop and smell the roses and you'll feel better, or help a friend with them.



Karate Master's Belt – Tone up and center yourself, or a friend, with these calming martial arts techniques.



Heiress' Butler – Jarvis detests filth and disease. At the call of the bell he will have you clean and prepped for work in a jiffy.



Guru's Green Drink – The Guru's drink is filled with the revitalizing power of green leafy plants! So hold your nose and drink up for extra energy.



Lion Tamer's Whip – Impose your fearsome desire for productivity on doctors around you, at the expense of disposition.



Pharmacist's Dose – Artificially boost speed at the expense of Toxicology and Neurosurgery skills for one game hour.



Executive's Order – Executives know how to get things done. Get extra experience on your next 30 treatment wedges.



Nurse's Towelettes – Quick, on-the-go hygiene care.



Doctor's Intuition – Your doctor sense is tingling. You are guaranteed to heal two severity levels on the targeted patient.



Heroic Measures –The ultimate medical feat, enabling miraculous treatments. You are guaranteed to heal four severity levels on the targeted patient.



Samurai's Scalpel –Two hours of surgical excellence and nerves of steel for you or a friend.



Clown's Party Favor - Like a good friend that makes you laugh, it helps the cares of the day slip away.



Patient's Gratitude – A quick tune-up to your worst statistic. Gratitude is always appreciated.



Celebrity's Silver Tongue – Gift of the gab for those times you put your foot in your mouth with co-workers.



Senator's Elixir - Derived from a secret government program to revive soldiers, this amazing tonic restores energy, composure, and hygiene to max.



Chocolate Lover's Chocolates – A jolt of energy when you most need it or a welcome gift for your chocoholic friends.



Intern's Luck – Luck is in your future. You are guaranteed to heal one severity level on the targeted patient.



Attending's Honors – Heal like an attending doctor. You are guaranteed to heal three severity levels on the targeted patient.

The Samurai's Scalpel is quite effective if you have a stream of patients with Neurology and General Surgery problems.

EARN SPECIAL ABILITIES

Special abilities are traits you earn as you become more skilled within the medical disciplines. You can use them to help bolster lagging medical skills or to benefit the doctors around you. As the game begins you only qualify for a few, but as your skill levels increase you will see more special abilities added to your list.

To view or activate your special abilities, click the "Perks and Special Abilities" button. The bottom three drop-down menus list your abilities. You can also access this, as well as a description and the skill level requirements for the abilities, from the Info screen. Click the "Info" button, select the player Info tab and look at the left side of the window for this information.

You can activate up to three abilities at one time. They remain active for as long as you have them selected. When you select one, its associated icon fills in one of the three circles rotating around your character. You can change your abilities as often as you want, so for any situation you might find yourself in, choose the right special ability for the job. Some special abilities have a lower-level and a higher-level version. You can't use a lower-level special ability to qualify for a higher level-version. Special Abilities won't work in all combinations, so experiment with the combinations that work for you.

LIST OF SPECIAL ABILITIES

Learn about the special abilities and how you can use them.

Once you've earned an ability that boosts experience, keep it active at all times to help increase your skills more quickly.



Natural Leader - You wear leadership like a pressed-white lab coat, increasing your Pediatric and General Surgery skills.



Super Natural Leader - Exuding charm and confidence, you empower nearby doctors in Neurosurgery, Toxicology, and General Surgery. Your Pediatric skill grows, but Neurosurgery suffers.



Force of Will - Your force of will alone is enough to make you resistant to moderate fatigue, and boosts your Orthopedics and Cardiology skills one point each.



Dominating Force of Will - Your Orthopedic skills go up and your Toxicology skills go down. Better yet, nearby doctors shrug off fatigue and gain Orthopedics, Pediatrics, and Cardiology skills.



Book Worm - Like a "human textbook"; you rise to new intellectual heights, bolstering your Toxicological and Neurosurgical skills.



Total Book Worm - A walking encyclopedia, you and everybody near you gain Toxicology and Neurosurgery skills, but the effort costs. You lose some Orthopedics, Pediatrics, and General Surgery skill.



Juggler - Your dexterous antics have honed your reflexes, boosting your Cardiology and General Surgery skills one point each. Everybody near you moves and treats faster when you juggle.



Circus Juggler - Your legendary dexterity boosts Cardiology and General Surgery skills for you and all nearby. They also move and treat even faster; all for a small hit to most of your other skills.



No-Life - Having little outside life, you shrug off moderate energy penalties, but you can still reliably convince coworkers that you do occasionally see daylight.



Really No-Life - Your co-workers think you live at the hospital, and your relationships are suffering for it. But only the most severe energy loss is enough to hinder your dedication.

Some abilities can even help other doctors if they are within your Area of Influence. Help a doctor heal a patient by moving near the bed. The doctor will definitely think more highly of you and your prestige will increase.



Photographic Memory - With a memory like a sponge you are able to absorb a small amount of experience by simple close observation. However you must witness the entire treatment.



Eidetic Memory - With an elephant's memory and deductive reasoning rivaling Holmes, you gain significant experience from closely witnessing a whole treatment, at the cost of much composure.



Caffeinated - Your body has been trained to run on caffeine alone. Your treatment speeds are increased, encouraging those around you to hurry also.



Ultra Caffeinated - You treat at a frenzied pace, but it causes rapid energy loss. Those around you try to keep up but cannot quite match your blood caffeination levels.



Golf - Your knowledge of golf captivates your superiors. As they take notice of you experience accumulates faster, but your hygiene suffers from all the practice swings.



Pro-Circuit Golf - Your golfing acumen rivals the pros and wows your bosses. You earn significant experience bonuses, but your time on the range worsens hygiene considerably.

"When using Photographic Memory or Eidetic Memory, try to send patients to centralized beds. When other doctors successfully treat their patients within your AOI, you will pick up experience from their treatment."

Use combinations of your special abilities to increase your skill levels by as much as 3.

BOOSTS

A boost is something you gain after repeated use of certain objects. Skills and relationships can be improved by a boost, and the boost stays with you as long as you maintain it.

Fitness Boost

Gain the fitness boost through regular exercise. It increases your charm and constitution, which cause your Orthopedic skills to rise and gives you more energy.



Gamer Boost

Get this boost by playing video games regularly. This boost gives you rapport with children and increases your Pediatric skills.



To acquire the Gamer Boost use the game machine (located in the small waiting room) twice within a 24-hour period. You need to play for 5 game minutes during one 12-hour period and then again for 5 minutes during the next 12-hour period. Then maintain your boost by playing for 5 minutes anytime during each 12-hour period.

THE STAFF

Regular exercise and eating properly improves your appeal to the opposite sex, as well as other fit staffers.

Your Relationships With Them

While you must place professionalism over all else, relationships are very important in the ER. Good relationships help you treat patients because staffers will want to help you and will be a positive influence for you. Friends see to it that perks come your way, and the doctors and nurses around you perform better if you maintain positive relationships with them. Positive relationships make romance a possibility with your fellow staff members.

But make sure you give relationships the attention they deserve or you may find your sweetheart stepping out with the gurney pusher. If your relationships turn sour you will have a hard time working with people and they will negatively influence your skills. Enemies won't want to curbside patients to you or give you perks.

Staffers have a colored circle under their feet that corresponds to how they feel about you. The color can span from dark blue to off-white, representing the worst to the best relationship possible.

You can temporarily improve your relationship with someone by using certain perks on them. This comes in handy during treatment.



Enemy
(-3.99 to -2.00)



Antagonist
(-1.99 to -0.01)



Acquaintance
(0.00 to 1.99)



Friend
(2.00 to 2.99)



Confidante/Lover
(3.00 to 3.99)

GET "INFO" ON A CO-WORKER

Right-click any staffer and select "Info" to get information on that staffer and on all the staff currently on duty. If you want info on a specific doctor, right-click the doctor and select "info" to see his or her skill levels and stats. You can also find the current location of each staff member by clicking on the "i" button and then selecting the "Staff" tab.

GIVE AN "ORDER" TO A LOWER-RANKING DOCTOR

Just as you have to take orders from senior staff, you can give orders to any doctor or nurse who has a lower prestige level than you.

Having a good relationship with a staff member makes them more likely to accept your orders.

"Relieve" a Doctor From a Patient

If you really want a certain patient that your fellow doctor is already treating or if you need to save a patient from a doctor that is in over his or her head, right-click the doctor, click "Order" and select "Relieve." From then on, the patient is all yours.

"Relieve" a Nurse From Your Patient

If you've been assigned a nurse who dislikes you, you can relieve the nurse. He or she won't appreciate it, and neither will the replacement nurse, but it may save your patient's life.

Tell a Doctor to "Treat" Your Patient

If you are too busy to treat all of your patients, hand off a patient to another doctor. Right-click the doctor, click "Order," click "Treat" and then select the patient from your list. If they accept your curbside you won't have to worry about that patient anymore.

"INTERACT" WITH A CO-WORKER

"Talk With" Someone

The easiest way to start off a relationship is by conversation.



To talk with a fellow staffer, right-click the staffer, click "Interact" and then click "Talk With." Pick topics to talk about from the conversation menu that appears. Pay attention to the person's responses and don't be a bore. Your fellow staffers get busy and usually won't hang around for extended conversations. Your conversation options generally run from the negative to the positive. Pick and choose your topics wisely and then watch the response carefully. This will give you a good sense of how to direct the conversation. You can also trade or give perks during your conversations by selecting the "Perks" topic. Learn more about perks in the "Manage Perks" section of this guide.

These are your conversation options:

- **Rebuke** – The ultimate put down
- **Dislike** – Tell off that pesky coworker
- **Whine** – Dispense with a bit of angst
- **Weather** – What better topic with someone you don't know that well?
- **Perks** – Trade perks from within a conversation
- **Topics** – Discuss their likes and dislikes
- **Sympathize** – Give a shoulder to cry on
- **Gossip** – Get the scoop on the changing relationships in the ER
- **Joke** – Drop a one liner to lighten up the tension
- **Socialize** – The next step toward friendship
- **Confide** – Information that you would only share with a true friend
- **Praise** – A friendship this deep is hard to tear apart
- **Kiss** – If they respond positively, you will know that this relationship has progressed to the next level.

Talking with people is the fastest way to improve your relationship with them, unless you have lots of perks to spend.

Topics screen

Express your feelings about your fellow ER staffers as well as a number of topics on the topics screen. To begin, select "Topics" from the conversation menu. From the pop up window, select "I Like" or "I Dislike" and then select a staffer from the drop-down menu or a topic from the list of selections. Each staffer's response to your likes and dislikes reveals a great deal about their own. Memorize their likes and dislikes for future conversations. Try to remember their friends and enemies to use to your advantage in conversations with other staffers.

Among the many reasons to talk to staff members:

- Increase disposition
- Decrease disposition
- Maintain a relationship
- Alleviate non-romantic tension (composure gain)
- Alleviate romantic tension (composure gain)
- Cultivate a good relationship to discourage doctors from stealing your patients and make them more likely to curbside to you
- Cultivate a good relationship to increase the success of trading perks



Central Hub

While in a conversation, the Central Hub switches to conversation mode. The coach box switches to display your relative disposition with your conversation partner. When your partner responds favorably, the arrow orbiting the Hub turns green and rotates counterclockwise. When the next level up is fully revealed, you have reached the next highest level of your relationship with this character. Conversely, when conversations take a turn for the worse, the orbiting arrow turns red, rotating clockwise, and your relationship takes a hit.



"Trade Perk"

If you select "Trade Perk" from the "Interact" menu, you can give, take, trade and delete your perks. See the "Manage Perks" section for more information on perks.

OTHER FUNCTIONALITY

Triage Edicts

When you are assigned to triage, your goal is to diagnose incoming patients and maintain order in the waiting room. Diagnose patients as normal and then assign them to beds. Once patients arrive at their beds, the first available doctor sees to their care.

Call Security

From time to time, you will be called upon to apprehend those who do not belong in the ER. Do so by getting them within your Area of Influence and accessing the "Call Security" option after right-clicking them. If you're successful, Maxwell or one of his deputies comes and takes away the offender.

You can also go into the security room itself. Here you will find the security monitors. Left-click the chair to access the monitors. The interface allows you to choose a view of the ER from every security camera. This can be very helpful when trying to locate a specific individual or to determine the level of activity in the ER or the ambulance bay.

If you don't have time for a nap or a shower, a perk such as Patient's Gratitude, Guru's Green Drink or Heiress' Butler may help.

Supervising Interns

After gaining some prestige and proving your worth in the ER, you will be called upon to supervise new medical students. You are responsible for these students' patients as if they were your own. They appear on your Patient Panel next to your own patients, with an icon representing the treating student. You are responsible for relieving these students from treatment when they are in over their head, and you can assign them patients better suited to their skill level.

Decontamination Unit

During the game, you may encounter patients who have been contaminated by toxic substances. These patients must be decontaminated before being sent on for further treatment. A "Decontamination Chamber" will be provided in these circumstances. Once you have diagnosed a contaminated patient, it's easy to determine visually whether he or she is contaminated or not. Send your patients through the chamber by selecting the "Decon" option after right-clicking on the patient (only available on contaminated patients). When finished, they will be contamination free and you can move them to a bed for treatment or testing.

Every time you diagnose a contaminated individual, you're exposed to a small amount of contamination. It's unavoidable. Eventually, it impacts your hygiene to the point of interfering with your doctoring abilities. A shower removes the contamination. If it is too busy to get away for that long, left-click the decontamination chamber to move through it yourself. This removes the contamination but doesn't improve your composure.

Cliques

Cliques are groups of people who work at County General arranged by common interest or occupation. When you forge a positive relationship with your fellow staffers, you join their clique. If you are a member of a common clique, you enjoy preferential treatment during perk swaps. Frequently, you can survey a staffer's cliques to determine good or bad conversational approaches.

GAME-WINNING STRATEGIES

There are many ways to play ER, and all of them are right if you enjoy them. But there are two main strategies to winning the game: work on your relationships and work on your skills.

Focus on Relationships

Relationships are very important in ER. Friends help you improve your composure with a conversation, giving you more time for treating patients. Friends are likelier to swap an important perk to you before you treat a difficult case.

If you are playing a relationship strategy, talk to as many people as possible. It's hard to make someone your best friend in just one or two chats, but over time you'll learn each staffer's likes and dislikes and will be able to improve their disposition toward you. The golden rule definitely applies in ER: Do unto others as you would have them do unto you. If you use a perk or a special ability to help somebody's treatment, they'll appreciate it — and you. If you go promptly to your treatment bed, nurses appreciate that. If you make the nurses wait for you to show up, they may resent it. If you relieve a nurse who has been assigned to your treatment, both the nurse that you relieved and the nurse that replaces her will be resentful. If you use a negative perk on somebody, the person will respond the way you would, by liking you less. Having friends around improves your medical skills, so the relationship path helps your treatments.

Focus on Treating Patients

Medical skills are also very important in ER. The better your medical skills, the more kinds of injuries you can treat. Doctors with high skills are given more curbsiding requests. Treating lots of patients helps your prestige, which makes people like you more because of your work ethic. Helping them out by accepting curbside requests makes them appreciate you. So even if you choose to play highly focused on treatments and edicts, playing that strategy well should help you make some friends along the way.

STAFF LIST

Doctors



Dr. John Carter has risen to a role of respect and moral leadership in the emergency room, having survived 10 years of trials and tribulations associated with becoming a full-fledged doctor at County. The intense scrutiny of his superiors has prepared him well. In the game, you will look to Dr. Carter as the mentor he is. He will teach you the ropes and provide the leadership that fans have come to expect.



Dr. Susan Lewis has her hands full — both at work and at home — as she juggles the rigors of her attending physician job with new motherhood and her ongoing relationship with the child's father. Look to Dr. Lewis for guidance. She is compassionate and encouraging...and her medical knowledge is invaluable. If you prove you are up to the task, she will reward you greatly. Get out of line and Dr. Lewis will do her best to get you back on track.



Dr. Gregory Pratt continues to learn the ropes of life in the ER. With his characteristic swagger, Dr. Pratt has come to learn the valuable lesson that no one — not even himself — is perfect. In the game, he will be there to teach players the same. Interact with Dr. Pratt as he teaches you that life in the ER isn't always pretty and that things can be just plain difficult. Dr. Pratt's street-savvy style is sure to teach you a few tricks!



Dr. Daniel VanDeer (Attending) is the older veteran boss of the ER. VanDeer is good-natured and humored. He's able to bring the best out of people, but he makes hard decisions about staff when needed.



Dr. Sloan Kelnek (Attending) is second in charge of the ER and is generally a nasty, selfish person.



Dr. Rexel Quarren is, overall, not an easy guy to get close to and not a very competent doctor. He is somewhat lazy and introverted.



Dr. A. Rale is very competitive and is always ready to cut her peers down. She will appear if you play as a female character.



Dr. A. Rale is very competitive and is always ready to cut his peers down. He will appear if you play as a male character.



Dr. R. Schlepp (fellow newbie) is a disaster waiting to happen. Schlepp is a very friendly person and often forgiving, but that doesn't make up for the huge lack of talent and skills.



Dr. Chisato Hattori (fellow newbie) is a competent doctor. If left to herself, she will just go on doing her duty. She can be a good friend; it just takes some effort to get her to open up.



Dr. Ajay Kumaran (fellow newbie) is a generally friendly, outgoing doctor. What he lacks in skill he makes up for with an outgoing personality and generosity. He seems to have something to say about almost everything.



Dr. Laredo McClintock is more commonly known as “Gunslinger Doc.” He mostly talks with only friends. New students are often attracted to his charisma, as are women.



Dr. Charlton Dutton is very serious about his job. He is an altruistic and ethical person who doesn't usually take time out of work to socialize with others.

Interns



Dr. Britt Willoughby is not outgoing or friendly. He is competent and diligent, but has not learned when to ask for help. As a result, he can let patients degrade dangerously. He has a high opinion of himself, reducing social activities.



Dr. Coriander Periwinkle is very nice, but not very skilled in medicine. She does not make it a priority and is often seen doing other activities instead. She cares about relationships and takes time out to be social.



Dr. Quincy Washington has a mixed bag of medical skills. Half his skills are average and half much worse. The good news is he makes it a priority to treat patients; the bad news is that he doesn't often make a distinction between good and poor skills.



Dr. Penelope Russell has abilities much like Washington, but with opposite skill strengths. While she will be seen treating patients, she is as likely to be socializing. She likes to make friends and highly regards prestige.

Nurses

Nurses typically work 12-hour shifts. As their shifts rotate, not all of them will be on duty at any given time. Keep up your relationships with them to make them more responsive and diligent when dealing with your patients. Don't keep them waiting at the bedside, or they will lose respect for you and make your job that much harder.



Haleh Adams has seen it all — both the personal dramas of her patients and the melodrama of the shifting relationships within the ER. She always places patient care first, but isn't above a well-placed sarcastic comment to a green intern.



P. McKernan thinks prestige is a big deal and also definitely holds a grudge. McKernan is very demanding in friendship and even more in romance.



Gertrude Kirchenhauser is all about prestige and rank and cares mostly about carrying out Kelnek's wishes. Kirchenhauser is the eyes and ears of the sinister faction of hospital baddies.



Jake DuCardi is very big on fitness and works out before every shift. He is generally friendly and generous to all.



Isabella Flores is super shy and doesn't easily let anyone be her friend. She likes to hang out by herself and can freak out if anything goes wrong.



Beth Kendall is bold, strong and competent. She cares little for prestige and is not intimidated by anybody. She's very loyal to her friends, who are often guys.



Quinn Zhen is a regular ice princess who thinks she is the greatest thing on Earth. She prefers to be alone and it is hard to even get her to talk.



Sam Gomez loves to socialize and wants to be where the action is. He is a good friend to anyone who likes him and is very generous in his friendship.



Wita Fairbanks tries to keep work relationships neutral. Fairbanks is very introverted but also a dedicated worker.



Sonny Hokawa has a negative personality and is not nice by nature. He can be selfish and difficult, and he doesn't forget a grudge.



Katie Walters is loyal to friends, but also remembers those who are not her friends. She is a surprisingly big sporting fan and is big on going to the gym.



Kymerleigh Hartensfeld is generally more interested in social activity and goes where the groups are. She even hangs out at the hospital after her shift is over. She is very nice to her friends, but if you are on her bad list, look out.



Scarlet Jaye is mostly introverted and timid. She's also impatient and slightly selfish. You'll rarely find her hanging out with the other nurses at the nurse's station.



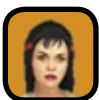
Jerrica Rio, aka the Pop Star, is always singing to herself or doing some little dance move. She is a free spirit with a light personality.



Taylor Earnheart is ultra-serious and not into games. She is a tireless worker and is one of the most competent nurses in the ER. She is very formal but also loyal, and being her friend is rewarding.



Vanessa Warhill is one tough motor scooter. She cares more about prestige than helping people and has a negative attitude. She and Kirchenhauser do not do much socializing outside of their little circle.



Jenny Scott is quick, fierce and fearless. Nothing rattles her. Scott doesn't stay angry with anybody for long; she's bigger than that.



Zak Tylers is competent at his job but is better known for his fun-loving and outgoing personality. He lets most anything roll off his back.



Grace Diego is quite feminine and reserved. She's also a very hard worker, and prestige is very important to her.



Devereaux Blair lives life to the fullest. She is very passionate about life, her relationships and having fun.

Techs

There are 14 medical technicians employed by the ER, and they work in 12-hour shifts. Each 12-hour shift has 6 techs working at one time. Techs usually like to hang out together by the elevators.



Jerry Markovic is a popular fixture in the ER at County General. His gregarious humor helps to take the edge off of tense moments, but he is also a diligent co-worker and can always be counted on to lend a hand in a difficult situation.



Martin Rowan is a genuinely nice but a bit dim. One is never sure what will happen around him. He is also social, and is easily distracted.



Dahntay Bryant is very outgoing and athletic. Not much time for the ladies, as sports talk is his bag.



Beau Paulson is everybody's friend. Whenever he has a free moment, he is chatting someone up.



Rico J. Ramirez is a bit of a Casanova. He has a strong desire to talk with the females and will rarely waste his time with the guys. He spends many hours in the gym to look his best.



Chad Okada is not usually seen in the gym or talking with the ladies; he is more comfortable hanging out with the guys. He enjoys the fresh air of the ambulance port when not playing video games.



Alistair Sturridge is a cold and somewhat calculating person. He is work-oriented but often does his own thing when it comes to social situations.



Darius Zareb isn't the most diligent worker in the ER. He breaks up his work with frequent breaks to converse and exercise.



Alsan Palacios is a very diligent worker and cares about prestige. He also has a good memory for things that turn out poorly for him.



Marq Soriano loves food and eats every chance he can get. If you go looking for him, you'll probably find him in the cafeteria.



Dean Claypoole is an all-around nice guy — a very industrious and healthy individual. He has lots of friends and seems to do a very good job at maintaining all of his friendships.



Seth Louis scores a negative with every quality in the book. He's selfish, lazy and unforgiving. He's very demanding of friends and holds grudges.



Wesley Colin is friends with nearly everyone and loves to hang out with his fellow co-workers.



Erik Mirers is all about his job. He works hard, stays late and doesn't spend much time goofing off.

Security Guards

Security guards do their best to keep order in the busy ER. You can use them to rid the ER of disruptive elements.



Captain Silas Maxwell is the head of security and he takes his job seriously, even if he is not always very good at it. You can usually find him in the security room or doing his rounds around the hospital.



Abner Powell is the good-natured security deputy. He has many skills, but security is not one of them. He has dreams of doing anything else, and dreaming gets in the way of what he is supposed to be doing now.



Barney Piccolo is a very thin and shaky man. To look at him you wouldn't think he's a security guard, but he is. He dutifully does rounds and at least tries to do a good job.

TECHNICAL HELP

System Requirements

Windows® 2000/XP
DirectX® compatible sound
Keyboard, mouse and speakers.

Minimum Specification:

1.2 GHz Pentium 4/Pentium M/AMD equivalent or better
256 MB RAM
2 GB free Hard Drive space
A T&L capable video card with 64 MB of video RAM
(ATI Radeon 7500 or greater; Nvidia Geforce 2 or greater)

Recommended Specification:

2.0 GHz Pentium 4/Pentium M/AMD equivalent or better
512 MB RAM
2 GB free Hard Drive space
A T&L capable video card with 128 MB of video RAM
(ATI Radeon 7500 or greater; Nvidia Geforce 2 or greater)

If no T&L capable video card, 2.8 GHz Pentium 4 or AMD equivalent required for software rendering.

CUSTOMER SUPPORT

Questions? Problems? We're here to help.

Find your answers by going to our website, www.legacyinteractive.com, and clicking on SUPPORT.

From there you can access a support FAQ, tips and hints, the discussion board, patches and much more.

To contact us by phone, call from 9AM – 5PM EST, Monday – Friday at (410) 568-3636.

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CAST

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