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Legacy Interactive is pleased to present VET EMERGENCY 2, a new game by the developers of the best selling Emergency Room® series, which has sold more than 500,000 units. VET EMERGENCY 2 adds challenging animal cases, realistic tools and procedures, and photo-realistic injuries to its unique and thought-provoking game series. Prepare to be challenged with Real Life, heart-pumping drama and immersive gameplay. For more information on our other Real Life Games™, such as EMERGENCY ROOM CODE RED and 911 PARAMEDIC, please call our toll free number at 888-708-8715 or visit our websites at <http://www.legacyinteractive.com> and <http://www.ERSim.com>. Thanks, and enjoy the game!

C U S T O M E R S U P P O R T

Questions? We're here to help. Check out technical support on the web at, <http://www.legacyinteractive.com/support>. You can reach us via e-mail at help@legacyinteractive.com

Contact customer support 9AM – 5PM, Eastern Standard Time, Monday - Saturday. Call us at (410) 568-3636.

S Y S T E M R E Q U I R E M E N T S

Windows 95, 98, ME, 2000, or XP
• 266 MHz Pentium • 32 MB RAM
• High color/16 bit capable 2 MB video card
• Sound card • 16x CD-ROM drive

Power MAC OS 8.1 or higher
• 266 MHz • 32 MB RAM
• Thousands of colors/16 bit capable video
• Sound card • 16x CD-ROM drive

I N S T A L L A T I O N

VET EMERGENCY 2 must be installed on your computer before you can play.

For Windows users:

1. Insert the VET EMERGENCY 2 disk 1 into your CD-ROM drive.
2. Double click on My Computer.
3. Double click on the Vet_Emergency_2 icon that appears.
4. Double click on "install.exe."
5. Follow the onscreen instructions. You may choose a *Minimal, Typical, or Complete* installation.
6. After the game is installed, install QuickTime 5.0 if you do not already have it on your computer.
7. To play the game, double click on the *Vet Emergency 2* icon on your desktop.

For MAC users:

1. Insert the VET EMERGENCY 2 disk 1 in your CD-ROM drive.
2. Double click on the "Install Vet Emergency 2" icon that appears in the window.
3. Follow the onscreen instructions. You may choose a *Minimal, Typical, or Complete* installation.
4. After the game is installed, install QuickTime 5.0 if you do not already have it on your computer.
5. To play the game, double click on the *Start Vet Emergency 2* icon on your desktop.

R E G I S T R A T I O N

Please register your copy of the game.

Registering VET EMERGENCY 2 will give you access to technical support, future updates, and cheats. You may either mail in the enclosed registration card, or go to <http://www.legacyinteractive.com/register/> to register online.

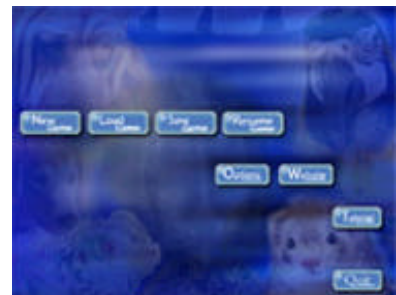
D I S C L A I M E R

Although the developers of VET EMERGENCY 2 have made every effort to ensure the realism of this simulation, this game is intended for entertainment purposes only. VET EMERGENCY 2 may help you become more knowledgeable about animals, but it is not intended as a guide for treating animals. Veterinarian medicine is a complex and inexact science. Diseases, treatments, and responses vary for each animal and breed. If you suspect that an animal might have a medical problem, seek immediate medical care and the advice of a veterinarian. The publisher of VET EMERGENCY 2 disclaims responsibility for any adverse effects resulting directly or indirectly from any and all actual use of the medical procedures described/employed in the context of this game.

M A I N M E N U

Let's get started!

- **New Game:** Start a new game.
- **Load Game:** Load a game that you saved during previous play sessions.
- **Save Game:** Save the game you are currently playing.
- **Resume Game:** Return to the game you are currently playing.
- **Options:** Turn the voiceovers off and on.
- **Website:** Links you to Legacy Interactive's website to find out about game information, new games, special offers, and more.
- **Tutorial:** Learn the basics on how to play the game.
- **Quit:** Exit the game.



You can access this menu anytime in the game by pressing the “ESC” key on your keyboard, or by pressing the *Li* button on your PDA. The game is paused when you are at the Main Menu.

S I G N I N



Sign in and choose your level of difficulty. Choose carefully, as you will not be able to alter the difficulty setting once the game is underway.

Beginner: This mode of play employs a “next-step” tutorial. The tool required for the next necessary procedure will be highlighted with a yellow glow, effectively guiding you through each case. The results of all the procedures are explained as well. You can also ask for as many hints as you want, without losing points.

Novice: The “next-step” tutorial is disabled in normal mode. However, monitor readouts (EKG, temperature, heart rate, etc.) and the results of all the treatment procedures are interpreted for you, making this level still playable for most people, even without medical training. You can ask for two hints per case without losing points.

Expert: In this level, monitor readouts and test results are presented as raw data, with no interpretation. If you know the significance of BP 200/104 or RR 28, then this is the level for you. If you ask for hints at this level, you will lose points.

R E C E P T I O N R O O M

The Reception Room is the first area you come to, and it is where cases are assigned. Click on the Whiteboard to see what types of patients are in need of treatment. The vet techs will impart useful information about their ailments.



There are three selectable items in the Reception Room:

- **Whiteboard:** Here you will find the summary of patients who have been admitted into the hospital. These files will tell you details about the patient’s background and history.
- **Research Computer:** This computer contains all the information necessary to successfully diagnose and treat your patients. To access the Research Computer, click on the computer on the receptionist’s desk. Search by keywords for relevant information. (The treatment protocols will be particularly helpful.) You can also access relevant information on various medical websites, if you are connected to the Internet, or look up a word in the medical glossary.
- **PDA (Personal Digital Assistant):** The PDA gets you around the hospital and helps you treat patients. See the PDA section below for more details.

Once you’ve found the information you need, start treating your patient right away. The clock is ticking!

On occasion you can select more than one patient at a time to work on. You can return to the nurse’s station while you are currently working on a patient and select a new patient. You then move between the two treatment rooms and treat both patients in turn. To navigate quickly between the rooms, simply click on the EKG icon at the bottom of the treatment room screen, representing the patient you want to treat next.

Working on multiple patients simultaneously is more complicated than working on a single patient. You must allocate time to each of the patients according to the severity of their medical problems. The more serious the patient, the faster they need to be treated before they either die or are transferred to another doctor.

P D A

The PDA is your interface for navigating the hospital, controlling tool functions, accessing options, and checking your patient's status. It appears on the left side of the screen.

The PDA has two parts: the **Action** menu and the **Info** menu. The Action menu helps you make your way around the hospital and your case. The Info menu gives you all of the information that you need to do well on the case, including hints. You can also pause the game and access the **Main Menu** screen by pressing the *LI* button below the Action and Info buttons.



Action Menu



Location – This button displays a map of the hospital and the four locations in the hospital: Reception Room, Treatment Room, Trauma Room, and Doctor's Lounge. You move to that location when the room icon is clicked.



Q&A – This button displays questions for you to ask the owner or the vet tech. Click on the text and you will hear the answer or a response will be displayed on your PDA.



Tools – This screen displays a list of the tool trays available in the game. When you roll over the text on the Tools screen, you will see a display of the tools in the corresponding tray on the game screen. When you click on the text, the tray will be displayed at the bottom of the screen (if you are currently treating a patient), and the tools will be available for use.



Sign Out – This button takes you to the Clipboard, where you can fill out all of the paperwork for the case.

Info Menu



Patient Info - This mode displays the patient's basic information including: the animal's name, species, and a brief summary of the case. As you treat your patient, you will see a listing of all of the procedures you have done so far.



Hints - Text is displayed in the PDA that tells you the next step you should try to complete the case.



Research – This button allows you to research the case that you are currently working on in order to discover the right procedures to correctly treat the case.



Player Score – This displays your character name, rank, and the list of patients you have treated so far.

TOOLS

The treatment rooms are where you examine and treat your patients. They are stocked with every tool you need to successfully complete a case.



In the PDA, as your mouse cursor passes over each tool, the name of the tool will be displayed. To select a tray, just click on the name. At the bottom of the screen, to pick up a tool, click on it with the left mouse button. To use a tool, move your mouse to the correct body part and click the left mouse button again. In some cases, you will see a close-up graphic right away, for other tools, you will need to click the tool on the correct location of the body. The results of your action will appear on your PDA. If the action was correct, your patient's health status score will increase.

Examination Trays

These trays are accessible from your PDA, when you select the Action button, then the Tools button. The examination trays contain all the medical instruments necessary for examining and diagnosing the patient.

Physical Exam Tray



Thermometer: Used to check the patient's temperature. For cats and dogs, this tool is used in the right ear. For exotic animals, it goes to the anus.



Eye Dye/Woods Lamp: Used to look for abnormalities on the cornea. Dye stains the scratch or tear, and the lamp highlights the areas that are damaged.



Glove: Used to feel the patient's body. For dogs and cats, always check the patient's pulse by palpating the back right leg.



Otoscope: Used to look into the inner ear canal; consisting of a magnifying lens and a light.



Ophthalmoscope: Used to examine the interior of the eye; consisting of a mirror that reflects light and an opening through which the eye is observed.



Schiotz Tonometer: Used to measure the pressure within the eyeball. Detects glaucoma and deep inflammation in the eye.



Stethoscope: Used on the chest and abdomen to check breathing sounds and heart rate.



Magnifying Glass: Used to look at the patient's body.

Lab Testing Tray



Blood Test: A test to examine a sample of the patient's blood. For dogs and cats, it is applied to the leg. For smaller animals, such as kittens, it is applied to the neck. For snakes, it goes to the upper back.



Clotting Test: Used to draw blood. The blood proteins and platelet function are then tested to see how well the blood clots (turns from a liquid into a semisolid mass).



Fecal Testing: Used to take a fecal sample to test for internal parasites and diarrhea.



Water Test: Used to collect a fish's water to test the temperature, pH, nitrate, and ammonia levels.



Scraper: Used to take hair, skin, or beak samples, which are then looked at under a microscope for spores and parasites.



Swab Culture: Used to test for bacterial infection. In a real hospital setting, results normally take 3-5 days to confirm.



Fungal Culture: Used to test for fungal infection. In reality, it takes about 10 days for the fungal culture to grow and produce results.



Urine Testing: Used to take an urine sample to test for abnormalities within the sample.

Imaging Tray



Ultrasound: Used to check the internal organs in the chest and abdomen, or to monitor a developing fetus. Uses ultrasonic waves to image the structure.



X-ray: Used to look at bone structure and organs, and to check for foreign objects within the body. Uses a relatively high-energy photon to image the structure.

Monitor Tray



Blood Pressure: Used to check the pressure of the circulating blood against the walls of the blood vessels. This is applied to the front right leg.



EKG: Used to check heart rhythms. It is applied to the chest and measures the electrical currents associated with heart muscle activity. EKG is short for electrocardiogram.



Pulse Ox Meter: Used to measure the amount of oxygen being carried by the body's red blood cells. This tool is applied to the right ear.

Treatment Trays

You can identify and select these tools in the same manner in which you identified and selected the diagnostic tools. These tools will aid you in treating the patient after you've completed a diagnosis.

Initial Treatment Tray



Hot compress: Used to warm up a patient or to heat up a wound so it will drain.



Cold Compress: Used to cool down a patient, reduce inflammation and skin damage, or to apply pressure to a wound to stop bleeding.



Oxygen Mask: Used to administer oxygen or to maintain anesthesia.



Sponge: Used to scrub and clean a wound.

Minor Trauma Care Tray



Bandage: Used as a protective wrap on wounds to prevent infection and also used to stabilize and reduce movement of fractured bones.



Clippers: Used to remove hair to prepare for wound repair or centesis.



Splint: Used to immobilize a fractured bone or injured joint.



Suture and needle: Thread and needle used to close a wound or join tissue. This prevents infection and promotes healing within deep wounds.

IV Therapy & Medications Tray



IV Catheter: Used to administer fluids into the vein for dehydration or shock support. For birds, it is applied to the wing. For all other animals, it is applied to the upper leg.



Medicine Syringe: Used to administer fluid medication and vaccines into the body. For birds, it goes to the chest. For snakes, it is applied to the tail. For all other animals, it goes to the leg.



Oral Medication: Medication, vitamins, nutrients, and antibiotics that are administered orally.



Topical Medication: Antibiotics applied to the surface of a body part, to disinfect and treat wounds and injuries.



IV Meds: Used intravenously (through the vein) to administer pain and anti-nauseal medications, vitamins, antibiotics, or for sedation.



IV Blood: Used to transfer whole blood or plasma into the vein.

Critical Care Tray



Centesis Needle: Used to draw fluid, gas, or cells out of a body cavity, organ, or abscess.



Urinary Catheter: Used to drain urine from the bladder. Consists of a hollow, flexible tube inserted into the urethra.



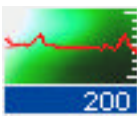
Orogastric tube: Used to release pressure within or clean out the stomach.

TREATING A PATIENT

Legacy Animal Hospital has just recognized you as one of the most inspiring recruits out of your graduating class. You're responsible for every cat, dog, bird, and snake that walks, flies, or slithers in the door. Every moment counts! Don't let Dr. Maddie or the vet techs down!



Select a patient in the Reception Area from the Whiteboard, and review their information on the Patient Clipboard. Take time, if you can, to browse the Research Computer for information relevant to your patient. (The Treatment Protocols section is particularly helpful!) You can also research the case later on your PDA (Personal Digital Assistant) so you can refer to pertinent medical information again while treating the patient.



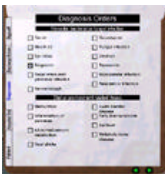
Click *Select* at the bottom of the clipboard and start treating your patient. Every time you do a correct procedure, the patient's health status score increases. It decreases when you do something unnecessary or incorrect. The results of each procedure will show up on your PDA. You can find the health status score in the bottom left of the treatment room. It appears next to a small, animated EKG. If your patient is healthy, the EKG appears fast and regular. If your patient is failing, it will be reflected in the EKG, which blinks "ALERT" and eventually flat lines. Use this indicator as a visual cue of your patient's status.



Another effective way to gauge your performance is to listen to your patient and the vet techs. Although your patient can't tell you what's wrong, you will gain a sense of their status and whether or not your treatment is helping or hurting. In addition, read the PDA for feedback on your treatment.



Most medical cases have many time-triggered events. These are defined procedures that must occur within a specified period of time or the patient's status will deteriorate. For example, if a dog comes into the ER having difficulty breathing, you may need to treat him with an oxygen mask within the first five minutes! With the most critical cases, you have only a few minutes to do the correct procedure or the patient's vital signs will crash. The bottom line: time is precious!



A bell will ring when you have administered all the correct tools and completed the treatment. Once you've completed a case, click Sign-Out on your PDA. Make sure that before you discharge the patient, you complete the necessary paperwork. You should check off the correct diagnosis as well as any hospital orders (if they are well enough to go home) or hospital orders (if they need to stay at the hospital). Finally, when you're confident that you've done everything you can for the patient, simply click the signature line and your name will appear. You're done treating the patient!



At the end of every case, each owner or staff attendant will provide you with feedback at the end of your treatment, letting you know his or her assessment of your performance. The vet techs will then explain the diagnosis in detail. It's a good idea to have your performance reviewed so that you can learn from your mistakes and also learn what you're doing right.

SCORING

Points



Your patient's score reflects how well you did as a doctor. It is visible during treatment, on the EKG icon at the bottom left of the screen. The total possible points for each case are 500. Up to 300 treatment points will be assigned according to the effectiveness of the procedures you performed, as well as the order in which you performed them. Unnecessary procedures will cost you points. You will also receive points for correctly completing the paperwork for each patient during sign-out.

Up to 200 points may be awarded when you complete the case, depending on how quickly you carried out the procedures. Less time means more points. However, in order to receive any time-bonus points, you **MUST** attain a minimum of 150 treatment points. You receive your total points for a case at the time you sign off. Time-bonus points and points for completing paperwork are not calculated until then. The amount of points you earn for each case will determine whether or not you have succeeded or failed in your attempts to provide quality medical care. Any total score over 300 points is considered a "successful" case.

Promotion

You begin work at the hospital as a First Year Vet Resident. As you gain experience through the successful completion of cases, Dr. Maddie will note your improvement. The hospital will trust you with increasingly difficult cases. After approximately 10 successfully completed cases, you will receive a promotion. You move up through the hospital hierarchy as follows: First Year Vet Resident, Second Year Vet Resident, and Third Year Vet Resident. And, if you are a worthy candidate, you'll be offered a permanent job at Legacy Memorial Vet Hospital at the end of the game.



On the other hand, if you perform poorly on several cases, your supervisor will give you a stern warning. If your performance is so poor that it jeopardizes the hospital and its reputation, then you will be given your walking papers!

TRIVIA



The Doctor's Lounge is where you can take time to put up your feet for a while. Test your knowledge!

You can play the VET EMERGENCY 2 trivia game here. It includes all kinds of interesting and intriguing facts about animals.

To go to the lounge, select *Action* on your PDA, then click on the *Location* button, and select *Doctor's Lounge*.

S T E P S T O S U C C E S S

There are a total of 50 cases to examine, diagnose and treat. You must complete all the cases in order to win the game. Follow these guidelines to ensure successful treatment of all animals.



Beginner Mode

In Beginner mode, the next correct tool use is highlighted with a yellow glow. While treating patients, you also get an explanation of the results of your tool use, along with information about what to do next.

Tutorial

Be sure to review the tutorial for the basics on how to play the game. The tutorial comes up every time you start a new game.

Hints

If you click the *Hints* button on the Info menu of your PDA, the next correct treatment step will be displayed.

Research Computer

The research computer, located in the Reception Room, provides valuable information about treatments and has a medical glossary if you are unfamiliar with some of the technical terms.

Timing

Treat the patient as quickly as you can, because you will be awarded time-bonus points if the treatment is both accurate and fast.

YOU ARE NOW READY TO START TREATING PATIENTS. GOOD LUCK AND ENJOY PLAYING VET EMERGENCY 2!