

# **OPERATING PROCEDURES MANUAL**

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### 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 representation or warranty is made that any statement, diagram or image is accurate as a fact or valid as an opinion concerning any anatomical, medical, surgical or health matter. UNDER NO CIRCUMSTANCES should any person rely upon or be influenced by these materials in making any health related decision. You, of course, should consult qualified medical personnel whenever you have any questions or problems concerning health or medical matters.

#### Requirements

*Life & Death* runs on IBM PCs, IBM PC/XTs, IBM PC/ATs and true compatibles running DOS 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 the disk labelled Disk 1 (either 3.5" or 5.25") into drive A, and type the following two lines.

A:

INSTALL

Don't forget to press the Enter key at the end of each line.

Follow the instructions given by the installation program to install *Life & Death*. 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.

## Running the Program

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.

In general this will require you to insert the *Life & Death* startup disk and/or change to the directory where you have it installed and type:

L&D

Then press the Enter key.

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:

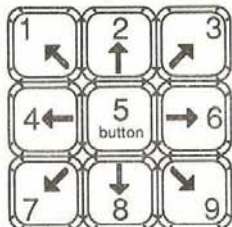
"Please insert diskette containing Surgery 1. Press a key when ready..."

If you have two floppy drives, you may insert the diskette into the second drive (B:) 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 cursor icon

with the keyboard instead of the mouse, the following keys are available:



You may use the [Shift] key in combination with the above keys to temporarily increase the speed of cursor 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.

## Definition of Terms

Throughout this manual terminology native to mouse devices will be used.

The *cursor* marks a location on the screen with a pointer arrow. The *cursor* location can be changed by pressing directional arrow keys on the keypad, moving the joystick or sliding the mouse. The location of the *cursor* represents the area where you may begin an action.

Once the *cursor* has been moved into position, the *button* is used to activate an object or begin a process. Press and release

the mouse *button*, or its equivalent, while the *cursor* is over the object you wish to activate. This procedure is called *clicking*.

*Dragging* is much like *clicking*. While over an object press the *button* but do not release it. Instead, move the *cursor* to a new position on the screen. Moving the *cursor* with the *button* pressed is called *dragging*.

During the operation, the *cursor* will be represented by a small hand. This miniature image is called an *icon*. The small hand *icon* symbolizes an empty hand. The *icon* can be changed by *clicking* on an item. If, for example, you were to move the hand *icon* over the image of the scalpel and press the button, the *cursor icon* would change from the hand to the scalpel symbolizing grasping the scalpel. If you click the *cursor* on an empty area of the tray, while you have the scalpel in your hand, the *cursor* will change to your hand, symbolizing dropping the scalpel.

## 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 an exit or abort 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. Pressing the Escape key while viewing the patient clipboard will result in your orders not being carried out.

### 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 that 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.

### Answering a Page

When Nurse Pierce gives you a message that someone has called, it is in your best interest to return 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 a hand. Click on an instrument to pick it up. Use the tip of the finger 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 outside the layer to be closed.

While in surgery, the following keys are active:

- S: Turns sound on and off
- P: Pauses the game. To resume the game, press any key.

If you are performing surgery without a mouse or joystick, two additional keys are active:

- L: Instructs a staff member to inject the patient with lidocaine.
- A: Instructs a staff member to inject the patient with atropine.

### 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.

"Patients may speak" means the digitized patient's voices will be turned on. Patients may not speak when quiet hours are in effect.

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.

NOTE: If you click on the "Use Joystick" box and no check mark appears, this means the program does not detect a joystick present in the first joystick port. Refer to the documentation provided with your joystick 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.

**NOTE:** Each new surgeon starts at the novice level. If you would like a more challenging game, choose the intermediate or advanced play level. At the more difficult levels, you will encounter bleeders and abnormal EKG patterns more often. The comments by the staff members will be less helpful. Also, you will need to be more precise in placing clamps, using the cauterizer and making incisions.

For those surgeons who desire a challenge of nightmarish proportions, "Nightmare Mode" is available. Click 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.

### **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.

**NOTE:** Don't remove L&D.EXE, SURGERY1.L&D, SURGERY2.L&D, L&D\_SURG.DAT, or any file with a suffix of .ICP.

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



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