

OPERATING PROCEDURES MANUAL



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Running *Life & Death* on your Macintosh Plus/SE or II

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 a Mac Plus, SE or II with one 800K floppy disk drive running System 4.2 and Finder 6.0. A hard disk is recommended. The game runs in black and white only. Macintosh IIs must be switched to black and white mode from the Control Panel before the game can be run.

Installation

The *Life & Death* package comes with one 3.5" diskette. Copy the original *Life & Death* disk onto another 3.5" disk or onto a hard disk and store the original away for safekeeping. You will not need it to play

the game. *Life & Death* is not copy protected.

Running the Program

To begin *Life & Death*, boot the machine with a system disk or hard disk. Insert the program disk into an 800K floppy drive and copy it to your hard disk if you have one.

To start up the program, open the *Life & Death* folder and double click on the icon labeled "Life & Death."

Various game parameters can be initialized, and later reset, from the Hospital

Guidelines clipboard. See the "Staff Room" section below.

After playing the game at least once, you will notice a new file in the "Life & Death" folder, labeled "L & D Doctors." You can start up the game from this file, and you are free to rename the file or move it out of the "Life & Death" folder if you desire.

Getting Around

Getting around the hospital is as simple as clicking on the door you wish to go through. Once inside a room, click on the door to leave. To activate an object, just click on it.

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, just type in your name. If you are a returning doctor, click on your name or in the "On Duty" box just to the left of your name. To remove or "retire" a doctor, click on the "Retire" box just to the right of that doctor's name.

Diagnosing a Patient

To diagnose a patient, you should first read the patient's reported symptoms.

These symptoms are written on the clipboard you'll see at the foot of the patient's bed. Click on the clipboard to pick it up. To put the clipboard down, click anywhere off the clipboard.

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, simply click on that area. 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. Just click in the appropriate box. You must put your initials in the space provided at the lower right of the clipboard in order for the staff to carry out your request. (The initials can be personalized by selecting the Personalize Initials option on the Hospital Guidelines clipboard in the Staff room.)

Staff Room

The personnel records, the Hospital Guidelines clipboard and the Honor Roll can be found in the Staff Room.

The nurse you see will offer you a personnel file so that you can select your own operating team. Simply click on the folder she offers you. Choose any two of the six available staff members by putting a check mark in the box next to that person's name. To get more detailed information on any staff member, click on that person's face.

screen. Once the screen is down, click anywhere on it to raise it back up.

Answering Your Beeper

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 on them with the mouse or you may type the numbers from your keyboard or keypad.

Surgery

When you first start surgery, the cursor will be in the shape of a hand. Click on an instrument to pick it up. The cursor will change to a representation of that instrument. To put an instrument down, click anywhere on the operating tray. To use an instrument, move the cursor 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

In lieu of a menu bar, the *Life & Death* game settings are controlled from the Hospital Guidelines clipboard, which you will see hanging on the file cabinet. Just click on it to use it.

Each new surgeon starts at the beginner level. If you would like a more challenging game, choose the intermediate or advanced play level. At the more difficult levels, you will encounter faster bleeders, abnormal EKGs occurring more often and various other aspects of surgery becoming more sensitive, also. The comments by your operating team become less helpful.

After choosing your settings on the Hospital Guidelines clipboard, click in the initials box in the lower right corner.

The Toolworks General Hospital Honor Roll is in one of the file cabinet drawers. It displays a list of doctors who have completed both operations.

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 easel. Turning pages on the easel is done in the same way as on the standard Macintosh Notepad — by clicking in the lower-left corner. The classroom is also outfitted with a slide projector and an automated screen which the chief surgeon uses to explain particularly serious problems. About a half-inch of the screen is visible above the easel, and it is in this area which you should click to lower the

on the drawer handle. Use the same procedure to close the drawer.

When removing forceps or clamps from the patient's body, click on the tool handle.

To retract open a tissue layer, pick up the retractor and click near the incision. You will notice that thin strips remain from the previous layer, visible at the top, bottom, left and right of the operating area on the patient. If you click the hand cursor on the left or right strip, you will unretract, or close a tissue layer.

There is a button in the lower right corner which allows you to call the chief surgeon directly for help. Most of the time this will allow you to abandon the operation. If you are working on the innermost layer of either operation, however, you will also receive specialized help in medical school from the chief surgeon after you lower the projection screen.

Quick Keys

There are three command keys you can press anywhere in the hospital or anytime during surgery. You can press command-Q to quit the game, command-P to pause the game or command-S to toggle the sound on and off.