

**OPERATING
PROCEDURES
MANUAL**

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Running Life & Death on your Apple® IIGS

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 Apple IIGS computers with 1 Megabyte of RAM or greater. At least one 3.5" disk drive is required. The program can be installed on a hard disk and is compatible with GS/OS, including version 5.0.

RUNNING THE PROGRAM

Before running the program, IT IS STRONGLY RECOMMENDED THAT YOU MAKE BACKUP COPIES OF YOUR ORIGINAL DISKS. You may run Life & Death using the floppy disks, or you may install the program onto your hard disk. To run the program from the floppy disks, follow these instructions:

- Insert Life & Death Disk 1 into a disk drive.
- If you have a second floppy disk drive, insert Life & Death Disk 2 into that drive. If you have a single disk drive, the program will prompt you when it needs the second disk.
- Double click on the **Life.and.Death** icon.

INSTALLING THE PROGRAM ON A HARD DISK

Life & Death is not copy-protected and can be installed on your hard disk. Follow these installation instructions:

- Boot your system and start the Finder (if it doesn't come up automatically).
- Insert Life & Death Disk 1 into a floppy drive.
- Drag the **L.and.D** folder onto your hard disk icon.
- Insert Life & Death Disk 2 into a floppy drive.
- Choose **Select All** from the menu bar.
- Copy all selected files to the **L.and.D** folder on your hard disk.

To run Life & Death from your hard disk, open the **L.and.D** folder and double click on the **Life.and.Death** icon.

GETTING AROUND

To move about the hospital, use your mouse to click on the door you wish to go

through. Once inside a room, click on the door to leave the room. To pickup, activate, or examine an object, just click on it.

The hospital exit is through the very end of the hallway, beyond the patient rooms. Just click on the exit, and you may leave the hospital.

SIGNING IN

Before you can be assigned any patients, you must inform the hospital staff that you have arrived. Nurse Pierce will offer the sign-in clipboard. Take the clipboard from her by clicking on it. If you are a returning doctor, click on your name on the sign-up sheet. If you are a new doctor, just type in your name and press the **Enter** key.

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

DIAGNOSING A PATIENT

To diagnose a patient, you should first read the patient's reported symptoms. These symptoms are recorded on the clipboard you 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 in order for the staff to carry out your request. Remember to put the clipboard down when you are through with it.

STAFF ROOM

The personnel records, the Hospital Guidelines clipboard, and the Honor Roll 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 choose a staff member, click in the appropriate check box. To get more detailed information on a staff member, click on one of the tabs at the top of the folder. To put the folder down, click on the edge of the folder.

Life & Death game settings are specified using the Hospital Guidelines Clipboard, which you will see hanging on the file cabinet. Click on the clipboard to pick it up. To select or unselect an option or setting, place a check mark (or remove the check mark) by clicking in the appropriate check box.

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 faster bleeders, abnormal EKGs will occur more often and various other aspects of surgery will become more sensitive. Also, the comments by your operating team will become less helpful.

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

"Patients may speak" means that the patients will respond verbally during a physical examination.

When you are done with the clipboard, put it down by clicking anywhere off of the clipboard.

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 are written on the chalkboard. The classroom is also outfitted with audio-visual equipment that will sometimes be used after an unsuccessful surgery. To view the next lesson, click anywhere on the chalkboard. To review the previous lesson, click at the very top of the chalkboard.

ANSWERING YOUR BEEPER

When Nurse Pierce tells you 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. McLaren) and where they called from (e.g. Links) 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.

SURGERY

When you first start surgery, the cursor will be in the shape of an ungloved hand. Click on an instrument to pick it up. Use the tip (upper left) of the hand to point to what you want to pick up. The cursor 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 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 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 a tissue layer, pick up the retractor and click near the incision. To

close a tissue layer, click the retractor anywhere outside the layer to be closed. Tissue layers must be opened and closed in sequence.

MYSTERIOUS FLUIDS QUICK REFERENCE

The equipment and instruments that you will be expected to use during surgery are described in Appendix A of Merl and Newman's text, "Anatomy and the Surgical Technique," a reprint of which is included in your Life & Death package. Toolworks General has its own labeling scheme for bottles and syringes used in the operating room.

Bottom Drawer:

Bottles:

G - Glucose

B - Blood

S - Saline

Syringes:

B - Antibiotics

D - Dopamine

L - Lidocaine

A - Atropine

H - Heparin

In the top drawer, there is a glass jar marked "A" containing a sponge and some fluid. This is the antiseptic swab.

PAUSING THE GAME

To pause the game during surgery, press P. To resume the game, press any key or click the mouse.

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