

ZOO VET

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www.ZooVetGame.com

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Legacy Interactive and Mindscape are pleased to present **ZOO VET**, a new game by the developers of the best-selling **Vet Emergency** series. **ZOO VET** adds life-like zoo animals, realistic scenarios, tools and procedures all in stunning 3-D, to its unique and thought-provoking veterinarian game series.

For information about our other games, such as **ER** and **LAW & ORDER**, please visit our website at www.mindscape.com

T E C H N I C A L S U P P O R T

The MINDSCAPE Technical Support Center can be reached via e-mail.

When contacting Technical Support, please provide as much information as you can about your computer system and the problem you are experiencing. Please include your phone number so we can reach you if we need more information.

Technical Support Email: **uktechsupport@mindscape.com**

Internet: **www.mindscape.com**

We regret that we cannot offer hints and tips, as the service is provided for technical difficulties only.

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

For Windows users:

1. Insert the ZOO VET disk into your CD-ROM drive. (If the installer does not start on its own, double click on My Computer and then double-click on the ZOOVET icon that appears.)
2. Follow the onscreen instructions.
3. After the game is installed, install QuickTime 6.0 if you do not already have it on your computer. To install QuickTime 6 or upgrade your version, go to www.apple.com/quicktime/ to download the free player. (Note: If you have a version of QuickTime more recent than 6.0, you can skip this step.) To install DirectX 7, go to www.microsoft.com/directx.
4. To play the game, double click on the *Zoo Vet* icon on your desktop.

For Macintosh users:

1. Insert the ZOO VET disk into your CD-ROM drive.
2. Double-click on the *ZOOVET* icon that appears on the desktop.
3. Double-click on the *OS X Setup* icon.
4. Follow the onscreen instructions.
5. After the game is installed, install QuickTime 6.0 if you do not already have it on your computer. To install QuickTime 6 or upgrade your version, go to “www.apple.com/quicktime/” to download the free player. (Note: If you have a version of QuickTime more recent than 6.0, you can skip this step.)
6. To play the game, open the *Zoo Vet* folder that was installed, and double-click on the *Zoo Vet* icon.

DISCLAIMER

Although the developers of ZOO VET have made every effort to ensure the realism of this simulation, this game is intended for entertainment purposes only. ZOO VET 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 ZOO VET 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.

MAIN MENU

- **NEW GAME:** Start a new game.
- **LOAD GAME:** Continue a game that you saved during a previous play session.
- **SAVE GAME:** Save the game you are currently playing.
- **RESUME:** Return to the game you are currently playing.
- **OPTIONS:** Change the settings in you current game.
- **WEBSITE:** Go to the Mindscape's website.
- **CREDITS:** See who is involved in the creation of Zoo Vet.
- **QUIT:** Exit the game.



You can access the Main Menu anytime in the game by clicking the signpost button:



OPTIONS

Make the game your own by choosing from a variety of available options. You can return to the Options Menu at any point in your game, and change any selections you made.

Name: Type in your name so that the awards you'll receive will be personalized just for you.

Difficulty: Choose how easy or hard you want the game to be. There are three modes in which to play:



Easy: This mode of play guides you through each treatment. The game will highlight each tool you will need to use every step of the way. Look for the yellow glow around a tool at the bottom of the screen for which one to select. After using a tool, an explanation of the results will appear on the PDA. You will also see a hint on the PDA for the next tool to use. You can use the Hint button as many times as you want, without losing any points.

Normal: This mode will display on the PDA the exact results of each tool used, along with an explanation of those results. This level is playable for most people, even without medical training. You can use the Hint button to ask for two hints per case without losing points.

Hard: In this mode, all tool and test results are presented as raw data, with no interpretation. If you know the significance of $O_2 = 98\%$ or $RR = 28$, then this is the level for you. If you ask for hints in this mode, you will lose points. The vet techs and zoo keepers expect you to perform more quickly in this mode, so if you don't keep up, they'll let you know.

Volume: Adjust the volume of the music and the background sounds by moving the sliders.

Office Décor: Pick the office that suits you best! At the beginning of the game, only three office décor choices will be available. As you progress through the game, you will be able to unlock new office décors if you complete your cases successfully. You can choose between the available office décors as often as you like.

Treatment Skins: Choose from the available background images (known as “skins”) that you want to appear around the outer parts of your screen while you treat the animals. At first, only five skins will be available, but as you take care of more and more animals, additional skins will be unlocked and become available to you.

THE OFFICE

The office is your main headquarters in the game. There are many selectable items in the office:

- **Zoo Map:** This map allows you to travel to all the animals in the zoo and also includes access to the tutorial. Click on the map on the wall to view it close up. On the map, rolling your mouse over an animal's icon will make a pop-up window appear. This pop-up contains information about the selected animal. If an animal needs care, a yellow glow will appear around the animal's icon. To begin treating an animal that needs care, select "Treat" in the pop-up. You can also visit all the healthy animals in their enclosures by choosing "Visit" from each animal's pop-up.
- **Computer:** This computer allows you to research interesting information about zoo animals, read about real-life veterinarians and engage in other interactive fun such as an animal trivia game. If you get a positive review from the Head Vet after treating a series of cases, be sure to check your computer for new features. To access the computer, click on the monitor on the desk in your office.
- **Trophy Cabinet:** If you earned a perfect score (1,000 points) when treating an animal, you will be rewarded with a special trophy. If you collect all of the trophies, look for an extra special item in your office. Also, any awards you receive from the Head Vet will end up here. Click on the cabinet to view your trophies.
- **Door:** This door takes you to the Main Menu. Click on the door to exit the office and return to the Main Menu.
- **Extras:** There are additional objects throughout your office that you can select. Explore your office by clicking on certain objects on the wall and on your desk to receive a closer view. Be sure to check the office after you treat each group of animals. New items and features will become available as you successfully progress through the game.



TREATMENT SCREEN

The treatment screen appears when you treat an animal. You can choose a variety of decorative background skins for it from the Options Menu. On the treatment screen, the PDA (Personal Digital Assistant) is on the right side of the screen. Your current score for each treatment is displayed on the top of the PDA. In addition, the PDA has four green buttons: Hints, Info, Notes, and Glossary. These buttons will let you access all the information you need to succeed.



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



Info –A brief summary of the case will appear on your PDA as well as basic information about the species.



Notes – As you treat your animal patient, you can view a list all of the procedures you have done so far.



Glossary – Search by keywords for relevant terms and definitions related to veterinary medicine.

Below the PDA are two blue buttons: Pause and Main Menu. These buttons will allow you put your treatment on hold.



Pause – Select this button to pause your current case. Click the ‘OK’ button in the pop-up to continue the game.



Main Menu – Select this button to return to the Main Menu.



As part of the treatment, there are three orange buttons just below the center of the screen that you should use – Q&A, Remove, and Sign Out.



Q&A – Use this to ask the zookeeper questions related to your current case. Clicking on the button makes a pop-up appear with different question options. In the pop-up, click on the arrow next to a question and you will hear the zookeeper answer. Make sure you pick the three correct questions that are relevant to your current case to earn points. Selecting the two incorrect questions will cost you points and waste valuable time.



Remove – Click on this button to activate the remove function to take away something you have applied to your patient. When activated, the cursor will turn into a “Remove” arrow and that can be used to click on a bandage or IV you want to remove from the animal.



Sign Out – When you have finished treating your current animal patient, click on this button to sign out to indicate you are done. A pop-up will appear in which you should choose the correct diagnosis for the case. Afterward you will hear a review of your performance from the Head Vet, Dr. Julian Sullivan.

At the bottom of the treatment screen, you will find all 30 medical tools grouped by categories. Click on Examine, Monitor, Test, Maintain, Operate, and Medicate to display the tools in each group.



As your mouse pointer passes over each tool, the description of that tool will be displayed. To pick up a tool, click on it with the left mouse button. To use a tool, move your mouse to the animal and click on any area of the body that is highlighted in blue. If using the tool brings you closer to that area of the

body, click again to choose where to apply the tool. Some tools display a pop-up after you use them. When this happens, select the most appropriate choice in the pop-up to finish using that tool. If you're not sure what the correct choice is, look on your PDA in the Patient Information section for information that can help you decide. After using each tool, the results of that tool will appear on the PDA.

T R E A T I N G A N A N I M A L

Once you've selected an animal from the map to treat, you will be taken to the treatment scene. The animal's zoo keeper and one of the vet techs will be there to tell you about the animal's condition. Listen carefully to what they have to say.

Next, you'll want to ask the zoo keeper some more questions about the animal. Click the orange Q&A button to select your questions. Asking the relevant questions will help you determine how to care for the animal.

Unless it is an emergency, start with an examination of the animal. The examination tools are in the three categories on the left side of the screen: Examine, Monitor and Test. These tools will help you determine what is going on with the animal.



After you have completed your examination of the animal, you should know what the diagnosis is, or what may be wrong with the animal. Then you will need to use the treatment tools to take care of the problem. The treatment tools are the three categories on the right side of the screen: Maintain, Operate and Medicate.

Some medical cases have time-sensitive events. For example, if an animal is low on fluids, you may need to treat it with IV fluids within the first five minutes or its health may worsen. With emergency cases, you have only a few minutes to treat the animal. The bottom line: time is precious!

When you have completed the treatment, you are ready to sign out. Click the orange Sign Out button and choose the appropriate diagnosis from the list. Then, you're done treating the patient!

Depending on how well you took care of the animal, you might be congratulated by the vet tech and zoo keeper, or you might get a warning from the Head Vet.

At the end of every case, your performance will be reviewed by the Head Vet. She will explain the correct diagnosis in detail and then review your choices. It's a good to pay attention to the reviews so you can learn from your mistakes and also determine what you've done correctly.

S C O R I N G

Points

Your score reflects how well you are doing as a veterinarian during each case. It is visible during treatment, at the top of your PDA, and is updated as you go progress through the case. The maximum number of points possible for each case is 1,000. You can earn up to 100 points for asking all the correct questions in the Q&A section. Up to 800 points can be earned based on what examination and treatment

tools you used, and when you used them. You will receive 100 more points for choosing the correct diagnosis during sign out. Don't forget, asking irrelevant questions and performing unnecessary procedures will cost you points.

You receive your total points for a case after you sign out. The amount of points you earn for each case will determine what trophies, awards and office features you earn.

Awards

As you gain experience through the successful completion of cases, Dr. Julia Sullivan will note your improvement. After treating each group of animals successfully, you will receive an award. If you are a worthy candidate, you'll be offered a permanent job at the zoo at the end of the game. A perfect score on all the cases will earn you an additional surprise.

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

There are a total of 30 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 the animals.

Difficulty Mode

If you choose a mode that is too difficult for you, go to the Options Menu and choose an easier mode. In Easy mode, the next correct tool that you should use is highlighted with a yellow glow. While treating patients, you also get an explanation of the results of each tool you use, along with a hint about what to do next.

Tutorial

Be sure to review the tutorial for the basics on how to play the game. The tutorial is always available on the map, and can be replayed as often as you want. To exit the tutorial early and return to the map, click on the Main Menu button.

Hints

If you get stuck while treating an animal, click the Hints button on the PDA. You will be given information that will help you determine what to do next.

Computer

The computer located in your office provides valuable information about the animals 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 some cases are time-sensitive emergencies. If you are not fast enough, the vet techs will have to take over, and you'll be dismissed from the case.

Treat Again

Maybe the first time you treated an animal you didn't do as well as you would have liked. After you complete all the cases, you will have the opportunity to treat all the animals again. Go back to the cases in which you want to better your score, or if you just want to treat your favorite animals again.

GOOD LUCK – IT'S A JUNGLE OUT THERE!