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INSTALLATION

Windows Installation

1. Insert the *Imagine Pet Hospital* disk into your drive. (If the installer does not start on its own, double click My Computer then double click the Imagine Pet Hospital icon on your CD or DVD drive).
2. Follow the onscreen instructions.
3. Once the game is installed, install QuickTime 6.0 or greater if you don't already have it installed on your machine. You can find the most recent version of QuickTime and download it for free from www.apple.com/quicktime/. If you need to upgrade your version of DirectX, you can download it for free at www.microsoft.com/directx.
4. To play *Imagine Pet Hospital* after it has been installed, just double click the *Imagine Pet Hospital* icon on your desktop. If you do not have a desktop shortcut, you can access it from the start menu.

DISCLAIMER

Although the developers of Imagine Pet Hospital have made every effort to ensure the realism of this simulation, this game is intended for entertainment purposes only. The publisher of Imagine Pet Hospital 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 from the beginning.
- **Resume Game** – Continue a game that you are currently playing.
- **Load Game** – Load a previously saved game to start where you left off.
- **Save Game** – Save where you are in the game.
- **Options** – Change the settings in your current game.
- **Credits** – A list of the people that worked on Imagine Pet Hospital.
- **Quit** – Exits the game.

Getting to the Main Menu



When you are in the game, you can access the main menu in two different ways. When treating an animal in the clinic, this button will lead to the main menu.



When in the office, this button will lead to the main menu.



OPTIONS

You can only access the Options Menu through the Main Menu. You can return to the Main Menu to change options at any time during the game.



- **Name** – Enter your name here so that the awards you win will be personalised just for you!
- **Difficulty** – Choose the difficulty level for your game. There are three difficulty modes to choose from.
- **Volume** – Use the sliders to change the volume of the background sounds and music in the game.
- **Treatment Skins** – Choose different treatment skins to change the game's appearance.



THE OFFICE

The office serves as the central hub of Imagine Pet Hospital. You can get to any other part of the game from the office. There are a number of selectable items in the office that you can use to access other parts of the game.



Click on this button to get to the quarantine room where animals are waiting for treatment.



Click on this button to go to the community housing centre where healthy animals are waiting for enrichment.



Click on this button to go to the Main Menu where you can Save, Load, change Options and leave the game.



Click on the answering machine when the red light is flashing to get messages from people that have adopted the animal you enriched.



Click on the Memories photo album to look at photos of the pets you have treated. You can also see photos of the pets that you adopted out with their new families.





Click on the computer to access minigames, information on tools, animal breeds and other fun activities.



Click on the trophy cabinet to view trophies you collect from earning a perfect score during treatment.

TREATMENT

Many of the animals are homeless and neglected, so many of them are very ill and contagious! Because of this, it is important to keep new animals away from healthy animals so that the healthy animals do not become sick. This is why all new animals that come into the rescue are first kept in the Quarantine Area.



New animals are kept in the Quarantine Area until they are given a "Clean Bill of Health" by you, the doctor. To treat an animal, put your mouse cursor on them until their clipboard shows up. Click on the "Treat" button at the bottom of the clipboard to begin treatment.

Task List

To help you keep track of all of the animals that come and go, there is a collapsible task list showing all of the tasks that should be completed before the end of the week. It also shows your global score, which is the total of the points that you have accumulated through medical treatments. You should complete ALL tasks before starting the adoption game.



The task list can be accessed from the Quarantine area, the Community Housing areas and the Office. Click on the button in the upper right hand portion of the screen in these areas to access the Task List.



Click on the "X" on the upper right hand corner of the task list to collapse it again. Your tasks for the week will be listed on the task list at the beginning of every week. Tasks that have not been completed will show a red dot next to them. Tasks that have been completed will have a green check mark next to them.

Clinic

In the clinic, the treatment screen appears and lets you choose tools to treat the patient. You can choose a number of different types of "skins" for the treatment menu in the Option Menu.

PDA



Click on the "X" on the upper right hand corner of the task list to collapse it again. Your tasks for the week will be listed on the task list at the beginning of every week. Tasks that have not been completed will show a red dot next to them. Tasks that have been completed will have a green check mark next to them.



This button brings up hints on the PDA that help you to know what to do for the next step.



This button shows a brief case history of the patient along with general breed information.



This button shows the notes on your treatment of the patient.



When pressed, this button shows the glossary of medical terms. If you encounter a word that you are not familiar with, try to find it in the glossary.

There are two buttons under the PDA that are very important.



This is the Pause button, which pauses the game in treatment. When the game is paused, time used is not counted against you.



This button takes you back to the Main Menu where you can save, load, access the Options Menu or exit the game.

Additional Buttons



This button should be pressed to ask the vet tech questions on the patient's history. It is important to remember to ask questions because 3 relevant questions are worth 100 points!



This button with the checkmark is used to sign out when you have finished treating an animal. Be sure that you are finished with the case before signing out!

Tools List

During treatment, the tool menu takes up the bottom of the screen. Tools must be selected in the tool menu before they can be used to help cure an animal. There are 45 tools divided in 6 subsets which are Examine, Monitor, Test, Maintain, Operate and Medicate.



To access the tools under different tabs, just click on the tab to show them. To select a tool to use on the patient, click on the tool you want and it will stick to your mouse.

TREATING A PATIENT

In Imagine Pet Hospital, the treatment portion of the game usually has three sections; Q&A, Treatment and Sign out.



Q&A – In this portion of the game, ask the vet tech appropriate questions about the animal's history.

Treatment – In this portion of the game, use the tools first to find out why the patient is sick, then to treat the illness.

Sign out – When you have finished treating the patient, press the sign out button and use all of the information you gathered during the case to pick the correct diagnosis.

Treatment

Once you have asked the vet tech all appropriate questions on the animal's case, it'll be time to begin treatment. Unless it's an emergency, the first tools you should use on the patient are in the Examine, Monitor and Test groups. The tools in these groups help you discover what is ailing the animal so that you can proceed with the correct treatment.

After you have figured out what is wrong with the patient, you can work on correcting the problem with the Maintain, Operate and Medicate groups. When you are finished, click the sign out button and select the diagnosis that you think is correct for the case.

Using Tools on the Patient

To use a tool on the patient, first select the tool from the tool menu by clicking on it. Once a tool has been selected, it will be attached to your mouse cursor. To use the tool on the patient, click on the appropriate body part and click. To focus on a body part, first run your mouse over the patient to bring up the body part pop-ups. If you see the patient's whole body, then you will get generic pop-ups like "head", "anterior", "posterior", "forelegs", and "hind legs".

When using tools on your patient, be sure to watch the pop-ups. If the pop-up is blue, it means you can use your tool in that area. Grey means that your tool cannot be used there.



Clean Bill of Health

After the patient is cured a Clean Bill of Health is given out and the patient can be transferred with the healthy animals to get ready for adoption. Sometimes, a patient is not cured after the first treatment. Some patients may have serious illnesses that make them too weak or contagious to join other animals. In these cases, the patient will have to go back to the Quarantine area for rest before a follow up appointment.

ENRICHMENT

After a patient receives a Clean Bill of Health, he/she is sent to the Community Housing area where all the other animals are waiting to find that special "forever" family. You will be assigned one patient to enrich in each group of animals. Enrichment consists of activities that exercise an animal's mind



Enrichment Rooms

All animals are separated by species in the community rooms. Cats only stay in a cat's room, dogs only stay in a dog's room and all other animals go in the last community room. To access enrichment, first you need to locate the animal assigned to you (outlined in yellow) and then place your mouse on it. A clipboard will pop up giving you three options.



Enriching Your Patient

There are three types of enrichment for all animals; these include Socialisation, Training and Maintenance. Socialisation activities help an animal trust people, training activities help exercise an animal's brain and maintenance activities help the animals look their best for prospective adoptive families. Make sure that all of these enrichment activity levels are filled before trying to adopt your assigned animal out. This will make it easier to find that perfect family for them.

How Enrichment Works

To start enrichment, make sure you are in the community room where your enrichment patient is staying. Next put your mouse cursor on top of the patient to bring up her/his clipboard.



In this game, the light bulb icon always means training. Click on it to begin training your patient.



In this game, the heart always means socialisation. Click on this icon to begin socialisation.



In this game, the comb always means maintenance activities. Click on this icon to begin maintenance.



Below the enrichment menu is the activities menu, which has buttons representing activities that can be done with the patient.

Socialisation activities

To perform socialisation activities with the pet, make sure that the heart icon is selected in the enrichment menu. Next, try clicking on the icons in the activities menu. Most activities will attach an object to the cursor, such as toys (yarn, balls). Once the item is stuck to the cursor, click and then release to throw. If you want to get fancy, you can click, hold down the button and at the same time move the mouse in the direction you want the toy to go, and then release to let it fly!

Maintenance activities

Maintenance activities are activities like bathing, grooming and feeding. Almost every grooming activity will attach a tool to your cursor that you can click and drag on the pet.



Training activities

Training activities differ according to species; however, all animals that can participate in training will react the same way.

When in the training portion of the game, there is a "focus bar" located at the bottom of the screen.



When in training, the blue pointer moves back and forth across the slider. The closer to the green end of the slider the pointer is, the more focused the pet is. When the pet is focused, it is easier for him/her to learn tricks. Before giving a trick command, be sure that the pointer is in the green.

To give a trick command, click on one of the icons in the activities menu.

When the pet does not understand the command, a question mark appears over her/his head. When she/he does understand the command, a light bulb appears over her/his head.

To help your pets learn faster, give them treats that will encourage good behaviour.



ADOPTION

Adoption is the last step in getting your patient into a happy new home. After all the animals in a group have received a clean bill of health, you will be able to adopt your pet out.



The Adoption Game is like a timed matching game. At the beginning of the game, 3 “animal cards” will appear on the right side of the screen. These cards correspond to how well you have enriched the patient: one card stands for the patient's socialisation level (pink), one stands for training (yellow) and the last stands for maintenance (blue).



Taking up most of the screen are the “family cards” which are placed face down. The family cards correspond to the animal attribute cards; some have pink borders while others have yellow and blue borders. There are good and bad family cards, so watch out...you don't want to match bad cards! The point of the game is to find one good socialisation match, one good training match and one good maintenance match before the time limit runs out. If you make a bad match, extra time will be deducted from the timer. Also, the more you enrich your patient, the less bad cards there will be!

After you have finished with the Adoption Game, be sure to check the messages in your answering machine in the office to get an update on the pet you just adopted out.



TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on 0871 664 1000 (10p per minute).

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as: your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period, please contact the Ubisoft support team for verification.



AUSTRALIAN TECHNICAL SUPPORT

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

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