

Sarah's Emergency Hospital – Instructions.

Menus:

Main Menu

To begin, click Play!

To play Endless Mode, click Endless Mode

Select difficulty, Easy, Medium, Hard

Note: Endless Modes must be unlocked through regular play progress

To create a new profile:

Click the Change Player button from the Main Menu

Click New

Type a unique name

Click OK

To edit a profile

Click the Change Player button from the Main Menu

Click Edit

Use keyboard to make changes

Click OK

To delete a profile

Click the Change Player button from the Main Menu

Select the profile to be deleted

Click Delete

Click OK

To select an existing profile

Click the Change Player button from the Main Menu

Select the desired profile from the list

Click OK

To change volume settings

Click Options

Adjust the following sliders

Music Volume Slider: Adjusts game music

SFX Volume Slider: Adjusts all game play-related

sounds

Press OK

To select Fullscreen or Windowed Mode

Click Options

Adjust the Fullscreen Toggle

Click OK

High scores are saved automatically, to view High Scores

Click Best Nurses

Press Next Mode to view each mode

Press OK to return to the Main Menu

To View Credits

Click Credits

Click OK to return to the Main Menu

To close the application

Click Quit

A confirmation window will appear, click OK

Hospital Management Menu:

Buy Tab: purchases new equipment for the hospital.

To purchase new equipment, select the desired icon to the left

A description and price will appear to the right

If you do not have the required space to place the selected piece of equipment, the words 'No More Room' will appear in red over the preview to the right.

If you do not have the required funds, the words 'Not Enough Funds' will appear in red over the preview to the right

If it is a new item, it will have a 'New' icon

Click the Buy button

The Hospital Management Menu will temporarily hide for equipment placement

A semi-transparent preview of the equipment will appear in all available locations.

Click on one of the available locations and the equipment will be placed (note, it may be necessary to navigate to

another floor of the hospital in order to find an available location)

To cancel placement, click Cancel

Upon successful placement, Hospital Management Menu will return

Sell Tab: sells hospital equipment

Select the icon of the type of equipment to be sold

Click the sell button

The Hospital Management Menu will temporarily hide for equipment selection

Click on the equipment to be sold

To cancel sale, click Cancel

Upon successful sale, the Hospital Management Menu will return and funds will be allocated to the player's Current Funds

Expenses Tab: Improves Hospital Efficiency

Click and drag each of the four Expenses Sliders to use Current Funds to improve hospital efficiency:

Pharmacy – Increases the speed that patient charts, pills and IVs are produced

Salaries – Increases the speed that doctors heal patients

Maintenance – Decreases the frequency which equipment breaks

Coffee – Increases the frequency that Coffee is produced

Outfit Tab

To change the color of Sarah's scrubs, adjust each of the three Color Sliders

A preview to the right will show the color created

To play, click Continue

New Day Pop Up: Will contain helpful information about the upcoming day

Menu: Click Menu during game play to pause and access several menu options

Resume: returns to game play

Restart: restarts the current day

Options: Opens the Options Menu, with the following settings

Music Volume Slider: Adjusts game music

SFX Volume Slider: Adjusts all game play-related sounds

Fullscreen Toggle: Select Off or On for Fullscreen or Windowed modes

Main Menu: Will leave game play and return to the Main Menu (A confirmation window will appear, press Yes to confirm)

Quit: Exits the application

How to play

The goal is to successfully treat patients

Patients:

Patients will enter the hospital one by one

Patient Number: Each patient will have a number above their head which helps keep track of them.

Patient Health: Each patient will have a number of hearts above their head which reflects how much time is left to treat them. The hearts will slowly deplete. If the hearts are allowed to completely disappear, the patient will be fed up with waiting and storm out of the hospital without further treatment

Patient Requests: Each patient will have a Request Bubble that appears above their head that will indicate the treatment they require. When all treatments have been administered, the patient will be healed and leave the hospital. Upon successful treatment, the hospital will be awarded new funds.

To treat a patient:

Drag the patient to the Diagnostic Counter

Once diagnosed, the Patient Request Bubble will show a specific piece of hospital equipment

Drag patient to requested equipment

If the equipment is on another floor of the hospital, first drag the patient to the elevator, (press the number of the floor that appears in the Patient Request Bubble for hospitals greater than 3 floors)

If the requested equipment is not currently located in the hospital, drag the patient to the Ambulance. The ambulance will trigger a new patient to enter the hospital

A Patient Chart will appear at the Pharmacy Counter with a number that corresponds to the Patient Number

Click on the patient chart to pick it up

Click on the equipment that is currently holding the patient

Sarah will walk to the Pharmacy Counter and pick up the Chart, then walk to the equipment to

deliver the Chart

For patients in Bed, Pills or IVs may appear in the Patient Request Bubble

Wait for the item to appear at the pharmacy counter

Click on the item and then on the Bed containing the patient

For Beds or Quick Treatment clean up

After the patient has been treated, click on the Bed or Quick Treatment center

Sarah will gather the Dirty Linens

Click on the Laundry Bin to deposit the Dirty Linens

Action Queue:

Click on items and equipment to add actions to Sarah's Action Queue

To cancel the current Action Queue, right click

Each piece of equipment can be queued up to 3 times at once.

Holding items:

During the game, Sarah holds Patient Charts, Pills, IVs, Dirty Linens and Wrenches

Sarah can hold any combination of two items at any time

Dirty Linens can only be deposited in the Laundry Bin

Patient Charts, Pills, IVs and Wrenches can be returned to the Pharmacy Counter by clicking on the Pharmacy Counter

Story Mode

The goal of Story Mode is to successfully treat the number of Goal Patients before the timer runs out, for each of the nine (9) days at each of the seven (7) hospitals.

The hospital will gain funds for each patient treated which can be used to purchase new equipment or increase maintenance on subsequent days, in order to treat more patients faster.

Endless Mode

The goal of Endless Mode is to treat as many patients as possible. Patients will enter the hospital at a slowly increasing rate.

If a patient walks out of the hospital untreated, the hospital will lose one (1) of nine (nine) stars.

When the hospital loses all stars, Endless Mode will end.

Coffee

When coffee appears at the pharmacy counter, click to drink

For a period of time following the use of coffee, Sarah will move at super speed

Maintenance

Occasionally, equipment will break. Broken equipment cannot be used to treat patients. When broken, equipment will look like it is falling apart, and when breaking it will be accompanied

with a breaking sound effect.

Click the wrench that appears at the Pharmacy Counter

Click on the broken equipment, Sarah will fix the equipment