



- Speedy! speed up all characters.
- Greedy A cash windfall direct to your account!
- Hospital of Death All staff turn into the undead!
- Bargain Special offers on all equipment and room prices!
- Lazy Unlock all levels.
- Brainy Turn your staff into super-intelligent beings!

To unlock the bonuses log onto www.codemasters.com/bonuscodes or call 1900 990 0848 calls cost \$2.99 per minute.

Callers must be over 18 and have permission from the bill payer. Prices correct at time of going to press. Contact: Premiercom. PO Box 117, Chesham, Hertfordshire, HPS 1FL, United Kingdom. Tel: +44 1926 814132 Sony Computer Entertainment America takes no responsibility for this offer.

# BEFORE YOU CALL, READ THROUGH THESE STEP-BY-STEP DIRECTIONS...

- After successfully creating a Profile, go to your Options, select Bonus Codes and write down the Access Code. You need this to access the Bonus Codes.
- 2) Log on or call the Hintline on the number above and follow the directions to the HOSPITAL TYCOON™ area.
- 3) When requested, enter the Bonus Access Code you obtained in Step 1.
- 4) If you're buying the Codes online (£2.99 paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5) To unlock the Bonuses, go to the Bonus Codes screen in game, and select Enter Code. Once a code has been typed out hit the Accept key to open the bonus. Go back into the Secrets menu where you are free to toggle each secret On/Off.
  \*Requires touch tone telephone and HOSPITAL TYCONIT\* save file





#### Precautions

Do not touch the surface of the disc when handling – hold it by the edge. • To keep the disc clean, wipe gently with a
soft cloth. Keep the disc scratch free. • Keep the disc away from extremes of temperature, direct sunlight or exposure to
excessive moisture. • Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to
operating problems.

#### Health Warning WARNING: READ BEFORE USING YOUR COMPUTER GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

### **Piracy Notice**

Copying commercial games such as this, is copyright infringement and a criminal offense. Copying and re-supplying games can lead to a term of imprisonment. **Think of a copied game as stolen property** This Codemasters game is protected by the FADE™ and Starforce® protection system. If you purchase an illegal copy of the game, you will be able to play it - but not for long. As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.

Purchase only genuine software at legitimate stores.

© 2006 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters ® is a registered trademark owned by Codemasters. "Hospital Tycoon "" and the Codemasters logo are trademarks of Codemasters. Portions of this software are included under license © 2006 Emergent Game Technologies, Inc. All rights reserved. FMOD Sound System, copyright © Firetight Technologies Pty. Ltd., 1994-2006. Uses Bink Video. Copyright (C) 1997-2007 by RAD Game Tools, Inc. All other copyrights or trademarks are the property of their respective owners and are being used under license. Published by Codemasters. Unauthorised copying, adaptation, rental. lending, re-sale, arcade use, charging for use, broadcast. Cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited.



	Introduction	1
-	Installation	1
<b>&gt;</b>	Starting the game	2
<b>&gt;</b>	Game Controls	3
	The User Interface	4
<b>&gt;</b>	Playing the game	7
-	Staff	8
÷	Patients & Diseases	11
<b>&gt;</b>	Rooms & Equipment	12
<b>&gt;</b>	The Hospital Computer & Curadex	13
>	Credits	14
<b>→</b>	Software License Agreement & Warranty	15
<b>→</b>	Technical Support	16
000		

# Introduction

Welcome to Hospital Tycoon<sup>TM</sup>, a hilarious dose of medical madness! Do you have what it takes to run a state-of-art hospital? Can you cure a bad case of Jibba Jabba while keeping your medical staff happy and making a profit?

Research crazy new diseases to discover their even crazier cures. Then build the freaky machines that perform those miracle cures, while hiring the very best people you can to operate and repair them!

Keep your patients happy with a plentiful supply of junk food, magazines and soda while they await their 'treatments' but don't keep them waiting too long or they'll meet their maker before you can treat them and get their cash!

Don't forget, a successful hospital is a clean and beautiful hospital! With Hospital Inspectors lurking, you can't be too careful! Achieve your objectives, treat all your patients, keep your staff happy and you'll be well on your way to becoming a Hospital Tycoon!



# Installation

Place the Hospital Tycoon disc in your DVD drive and close the disc tray. Wait for a few seconds for the drive to initialize. If you have Autorun enabled on your PC, Hospital Tycoon will automatically begin to install. If you don't have Autorun enabled, go to the Windows® Start Menu and select RUN. Type D:\setup (replace D: with the letter of your DVD drive) and hit (ENTER).

The Installation program will initialize; follow the on-screen instructions to progress through the installation. Hospital Tycoon requires the presence of DirectX 9.0c on your system. You will receive an option to set up DirectX 9.0c during installation if required.

You can register your game at any time following installation at:

### www.codemasters.com/register

If you are using a dialup connection to access the Internet, but do not have it configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

# → Starting the game

## Profile

After installing and running the game, on the first menu screen, you need to set up a "profile". Once your profile is created, select CONTINUE to go to the main menu.

From here, you have the following choices:

### New Game

Selecting this option opens the New Game screen, where you can choose to start a new game in either Story Mode or Sandbox Mode.

#### Load Game

Selecting this option opens the Load Game screen, where you can choose to load a previous Story Mode or Sandbox Mode saved game.

### Continue

Selecting this option continues your game from where you last saved.

## Profile

Selecting this option opens a new screen where you can create a new profile or change the current profile.

### Options

Selecting this option opens a new screen from which you can change a number of audio and graphics settings.

### **Quit Game**

Selecting this option quits the game and returns you to the Windows® Desktop.

Once you choose to start a new game or load a saved game, you will see the load screen while the episode initializes. The syringe at the bottom fills up to show the progress of the load.



To move around your hospital, you can use the cursor keys to pan left, right, forwards, and backwards. You can also do this by holding down the middle mouse button while moving the mouse left, right, forwards, and backwards.

To rotate your view, hold down the right mouse button then turn left or right.

To zoom in and out, roll the mouse wheel forwards and backwards.

Move your mouse pointer over user interface controls, characters, rooms, props and floor tiles to highlight them. Then left click to select or open the highlighted item.

# → The User Interface



## **Main Panel**

This is where you find buttons to perform the following functions:

1	Build rooms
2	Buy equipment (medical, furniture, activity & decorative objects)
3	Open the Hospital Computer screen
4	Access the plan view of the hospital
5	Open Game Options
6	Change the game speed
ere	are also buttons to display the following imp

7	Current objectives
8	Hospital rating

Th

Finally, there are two readouts showing:

- 9 The number of patients currently in the hospital
- 10 Patient Deaths

9

ortant information:

# Story panels

These panels allow game characters to deliver the episode's storyline and objectives.

### Cash

Your current cash.

# Tickertape

This line of text scrolls across the screen to keep you informed about important events and changes in the status of your hospital. such as many patients becoming unhappy or medical equipment falling into serious disrepair.

# **Patient Selection**

When you select a patient, information about them appears at the top of the screen. You can see how far they are through their diagnosis and treatment process, read their name and condition, how happy they are and their current health amongst other things.

You can also track them around the hospital and even choose to look through their eyes!



So... You're my replacement! Hmmph. Better late than never I suppose.



When you select a hospital room or piece of equipment, a small menu appears close by. When selecting medical machinery the repair status is shown. The menu has four buttons that allow you to remove, move, customise and clear the panel.



# Staff Selection

When you select a staff member, their ID tag and info appears at the top of the screen, showing their name, role, stats, current activity and the staff they most like and dislike.

The buttons on the right let you track them around the hospital and look through their eyes.

#### You can also direct staff

members to interact with each other and with hospital props. When you select another staff member, a menu appears showing their name and the relationship status along with up to four behavior options: malice, social, fun and love. You can select any behavior from these options and the staff member you first selected will perform it on the staff member you selected second. Similarly, you can direct staff members to interact with certain props or even floor tiles using options from a drop down menu that appears after selecting the prop or floor tile.

# Playing the game

You can play 'Hospital Tycoon' in 2 ways; these are Story Mode and Sandbox.

# **Story Mode**

In Story Mode, you can work through twelve scenario challenges. The scenarios are arranged into three series with four episodes in each series. Each episode presents new objectives, introducing new characters, diseases and equipment for you to discover!

# Sandbox

Sandbox mode allows you to set up a game the way you want it by adjusting parameters such as your starting cash and difficulty.

# **Hospital Rating**

Your hospital can achieve a rating of one to five stars to show how well it is performing. The rating depends on the following:

- How well you care for patients
- How well you care for your staff
- The capability of your hospital to treat patients
- The beauty and cleanliness of your hospital



# → Staff

# **Staff Roles**

Without doctors, nurses and other staff, your hospital is just an empty shell! You will need to hire people to perform the following roles in your hospital.

There are two main types of role: medical and support. The last 3 in the list are the support roles.



Staff roles have degrees of seniority, depending on the Skill level of the staff member. For example, they would start out as juniors and gradually gain promotion, right up to senior.

Doctors, Psychiatrists, Surgeons and Nurses have 3 levels of seniority. Research Scientists, Receptionists, Janitors and Engineers have 2 levels.

The higher someone's seniority, the more you will have to pay for their services.

# **Staff Personalities**

Your staff members are no mere drones! Each has personality traits that influence how quickly they work, how reliable they are, how mean or playful they are and how much recreation they need.

All staff members also have a Satisfaction level, which shows how much they are enjoying their work. A staff member's Satisfaction affects the happiness of any patients with which they interact, so the more satisfied your staff, the happier the patients!

To keep your staff satisfied, make sure they have enough recreation time and get on well with their colleagues.

# **Staff Relationships**

Each staff member has a Relationship with all their colleagues, which affects how they interact. Everyone starts in a neutral Relationship, but this changes as they work and hang out together.

When two staff members work together, their Compatibility level, (based on the overall difference between their personality traits) governs their Relationship.

When not working, their Relationship changes depending on whether they like the way the other person behaves or not.

This is where you can have some fun, as you can cause characters to perform specific actions towards others, making a doctor flirt with a nurse, for example.

Each character can perform actions from 4 categories:

- Malice
- Fun

Social

Love

When making their own decisions, staff members select actions depending on their personality traits and Relationship with other characters.

If male and a female staff member have a good Relationship, they may perform Love actions leading to a hospital romance!

Relationships slowly return to a neutral state if two characters do not interact.

# **Managing staff**

As you are in charge of your hospital, it's up to you to hire and fire the staff! When you need to hire someone, make sure he or she has enough Skill and the right qualifications for the role. Take a good look at their Description too, as you want someone who can get on well with their colleagues. Don't forget to watch your budget though, as the more skilled and qualified someone is the greater their salary will be.

9 staff





# → Patients & Diseases

In Hospital Tycoon, your staff must diagnose and treat patients with a variety of weird and wonderful diseases, not to mention dangerous infections that can spread through your hospital like wildfire if you don't take the proper measures!

# How hospitals cure patients!

Although the diagnosis and treatment procedures vary depending on the disease, almost all patients go through the same overall process to cure their condition.

- First, patients enter the hospital and register at the Admissions Desk.
- Then the patient goes to see a doctor for a preliminary examination in an Examination Room.
- In most cases, the patient then goes to a diagnosis room to receive one or more tests that confirm their diagnosis.
- If the patient has an unknown condition, then the doctor examining them will send them along to the Research Lab, where the frankly terrifying Research Machine will uncover the secrets of their condition and tell you how to diagnose and treat it.
- Once diagnosed, the patient can go along to the appropriate treatment room to receive the various injections, therapies and treatments the hospital has to offer.
- Finally, the cured patient leaves the hospital and, of course, hands over a fat wad of cash!

# **Patient Happiness**

If you want your hospital to have a good rating, it's important to keep your patients happy.

To do this, you must meet their needs by ensuring they have access to:

- Seating
- Toilets
- Vending machines
- Magazines & noticeboards
- A clean and pleasant environment
- Caring treatment from satisfied staff

# Rooms & Equipment

## Placing rooms & equipment

You can build rooms in your hospital by opening the Rooms Menu on the main panel. This offers 3 types of rooms: medical, staff rooms and toilets. These come in different sizes to accommodate different sized equipment.

Medical rooms have no specific purpose until you put a piece of medical equipment into them.

For example, putting a Research Machine into a medical room creates a Research Lab and putting a Medicine Cabinet into a medical room creates a Pharmacy. Removing all pieces of medical equipment recreates an undefined medical room.



#### $\rightarrow$ The Hospital Computer & Curadex

You can access the hospital computer through any desktop terminal using the 'computer' button on the main panel. This opens a main screen offering the following options:

- Admissions
- Staff
- Equipment
- Treatment

## Admissions

Shows you all the patients who have registered with the hospital computer.

# Staff

Shows all the members of staff and allows you to hire and fire staff.

# Equipment

Shows the state of repair of all the medical equipment in the hospital.

## Treatment

Shows the Curadex, a database of diagnosis and treatment for all the diseases you have researched so far.



#### $\rightarrow$ Credits

DR Studios		Codemaste
Management		Producer:
Director:	Clive Robert	Product Developm
Technical Director:	George Jeganathan	Audio:
Development Director:	Keith Robinson	
Producer:	Steve Beverley	Brand:
HR & accounts:	Suzanne Yellowlees	Marketing:
Code		Marketing Convice
Code Lead:	Mattias Gustavsson	Marketing Service
Code:	Jan Richardson Dan Hall	
	Peter Gartside	Localisation:
	Jonathan Hunt	Legal:
Art		
Art Lead:	Jonathan Darke	Unline:
Art:	Yi-mei Lin	
	David Price	
A	Simon Crediand	
Animation:	Carlos Varona	QA:
	Jamie Niman	
Design		
Scripting & Design:	Carl Lovett	
Design Lead:	Rob Francis	
Design:	Luigi Fusco Mete Djemal Stophon Lodgo	Compliance:
Musichy	Veedeekazee	

ers

ent: ..

Jamie Firth Craig Duncan Will Davies John Davies Andrew Wafer Nicky Hewitt Sarah Brockhurst Liz Darling Barry Cheney Pete Matthews Andy Hack Daniel Schaefers Julian Ward Daniel Doherty Adam Hance Cheryl Bissell Mark Stevens Nicholas Johnson Peer Lawther **Richard Tysoe** Eddy Di Luccio Ben Patterson Pete Barker **Ross Tarran** Erica Lados Gurshaan Surana Gary Cody Ben Fell Tom Gleadall

Hospital Tycoon is dedicated to medical staff throughout the world for their bravery and care every single day.

#### THE CODEMASTERS SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT & WARRANTY

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCIMENTATION IN PRINTED OR ELECTIONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREENENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED, ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treates and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

- Limited Use License. Codemasters grants you the non-exclusive, nontransferable, limited right and license to use one copy of the Program solely for your personal use.
- Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

#### YOU SHALL NOT:

#### Copy the Program.

- Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to use in a service bureau, "other cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Ste License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- \* Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- \* Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMTED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from detects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is so longer available, Codemasters ratins the right to substitute a similar program of equal or greater value. This warranty is limited to Codemasters and is not applicable and shall be void if the detect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90 day period described abuse.

EXCEPT AS SET FORTH ABOVE. THIS WARRANTY IS IN UEU OF ALL OTHER WARRANTES, WHETHER ORAL OR WRITTEN, EXPRESS OR MPLED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a

photocopy of your dated sales receipt, (2) your name and return address typed or clearly printer, (3) a brief note describing the defect, the problemics you encountered and the system on which you are running the Program, (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

Send to: Warranty Replacements, Codemasters Inc., P.O. Box 11359 Burbank, CA 91510-1359.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FOM POSSESSION, USE OR MALFINICTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY. LOSS OF GOOWILL COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PRESIONAL, INURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTERS HAS BEEN ADVISED OF THE DISCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND OR THE BCILLISION OR LIMITATION ADVIDE WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH WARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "commercial Computer Software" or "restricted computer software" Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (c) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Codemasters Inc., PO. Box 1139 Buhanki (C) 49150-1359.

NUJNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEWNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be anended only by a writing executed by both parties. If any provision of this Agreement is hald to be unenfroceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law sapplied to agreements between California residents entered into and to be performed within California, except as governed by dedraral law and you consent to the exclusive jurisdiction of the state and identic oursin in Los Angreles, California

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6, Royal Learnington Spa, Warwickshire, CV47 2ZT, United Kingdom. Tel: +44 1926 814 132 Fax: +44 1926 817 595

# Technical Support

### **Codemasters Website**

#### www.codemasters.com

Codemasters' website contains game patches, FAQs and an online version of our technical support knowledge base. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

#### Email

#### custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To obtain this file, click the START button on your Windows Taskbar, then click RUN. Type 'Dxdiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

### Telephone / Fax

Before calling, ensure that you have checked our website for a possible solution and have read the HOSPITAL TYCOON<sup>™</sup> help file which can be found on the HOSPITAL TYCOON<sup>™</sup> DVD-ROM.

#### To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.

2. Right-click on your DVD-ROM drive.

- 3. Left-click on "EXPLORE".
- 4. Double-click on "README".

#### Tel: (646) 432-6888

Lines are open: 8am - 1pm Mon-Wed-Fri Eastern Standard Time. 9am - 3pm Tue-Thur Eastern Standard Time.

Please note that no hints or cheat codes are available on this lines.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (ie. not having just crashed). Calls may be recorded for training purposes.

### **Codemasters Postal Address**

Customer Services, Codemasters Software Ltd, PO Box 6, Royal Learnington Spa, Warwickshire, CV47 2ZT, United Kingdom.