



My Vet Practice

In the country



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ENTERTAINMENT

My Vet Practice

In the Country

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1. System requirements

Windows 2000/XP

Minimum hardware requirements:

CPU from 1400 MHz, 256 MB RAM, 128 MB graphics card, DirectX9, SB compatible sound card, keyboard, mouse, CD ROM drive 500 MB free hard disc space.

Recommended hardware requirements:

>=2 GHz CPU, 512 MB RAM, 128 MB graphics card, DirectX9, SB compatible sound card, keyboard, mouse, CD ROM drive, 500 MB free hard disc space.

Important note:

The display quality and performance of the program principally depends on the capacities of the graphics card you are using!
Graphics cards with ATI and NVIDIA chipsets are recommended.

2. Installing and starting the game

Please quit any unnecessary programs running on your computer before installing the game.

This includes for example, any anti-virus programs that could affect the installation process.

1. Place the original “Pet Vet 2” CD in your CD ROM drive.
2. Click START on the Windows desktop.
3. Select EXECUTE. Type the initial of your CD ROM drive in the field and then Setup.exe (e.g.: D:\Setup.exe)
4. In place of point 3 above, you could launch the installation as follows:
 - Double-click on the My Computer icon on your Windows desktop.
 - Double-click on the CD drive symbol.
 - Double-click on the “Setup.exe” file to run the installation.

The installation will place an entry in the program menu under “Pet Vet 2”. To uninstall the program, select the menu item UNINSTALL “Pet Vet 2” from the program menu.

Up-to-date info on potential problems or hints and tips (e.g.: graphics cards, drivers, links, etc.) please consult the „readme“ file on the original CD.

3. Profile

3.1. Select a profile

Here you can select an existing profile.

3.2. Create a profile

This button will take you to the game character editor. You can choose between a young woman or young man and you can also change the appearance of your game character. If you click the button above the game character, you can enter your name using the keyboard.

3.3. Delete a profile

If you have already created a profile, you can delete it again using this button.

4. The main menu

4.1. New game

Here you can start an entirely new game.

4.2. Continue the game

If you have already played using your profile, this option will return you to the game.

4.3. Riding out

Do you feel like riding out? Bear in mind that only the previously unlocked ride routes are available.

4.4. Settings

Here you can adjust the game settings, i.e. the volume.

4.5. Credits

This button lists everyone who has worked on this game.

4.6. Quit the game

This menu item will return you to Windows.

4.7. Switch profile

This button returns you to the profile selection screen.

5. Controls

5.1. Game character

You control the game character using the computer mouse. If you click on a free place with the left mouse button, your character will move to that place.

5.2. Camera

You can zoom the camera in and out using the mouse wheel on your PC. Pan the camera by holding down the right mouse button and then move the mouse to the right or left. If you place the mouse pointer on the edge of the screen, the camera will move in this direction.

- Mouse wheel forward zoom the camera in.
- Mouse wheel backward zoom the camera out.
- Hold the right mouse button down and move the mouse to the right to pan the camera to the right.
- Hold the left mouse button down and move the mouse to the left to pan the camera to the left.
- If you move the mouse pointer to the edge of the screen, the camera will move in this direction.

5.3. Riding

You control your horse using the PC keyboard.

5.4. Key assignment

Left arrow your horse moves to the left.
Right arrow your horse moves to the right.
Up arrow your horse speeds up.
Down arrow your horse slows down.
Spacebar your horse jumps.

5.5. Interactions with the characters

To interact with the characters in the game, you have to click on them with the left mouse button.

5.6. Interactions with the animals

You can also interact with the animals. If an animal is admitted as an in-patient, it will require care. If you click on the animal with the left mouse button, the Interaction menu will open, where you will see displayed all the actions you can carry out on the animal.

5.7. Interactions with objects

You can also interact with various game objects in the game; the name of

the object will be displayed by moving the arrow over the object. Click on the object with the left mouse button to carry out the action.

6. GUI and buttons

6.1. HUD



The HUD presents all the actions you can carry out and you can use the left mouse button to click on the relevant buttons to trigger the actions.

Find avatar: the camera automatically centers on your game character.



All the current events are displayed in the center of the HUD. You can use the arrows to toggle between the messages.

You will see the inventory to the right of the HUD, where there are three food places available.

6.2. PDA

The PDA (Personal Digital Assistant) is a small pocket computer. Here, you can access information on your forthcoming appointments, on the status of patients, food or medicine. You can also view a diagnosis index here, with all the illnesses you have diagnosed during the course of the game. The following actions are available via the PDA:

- Appointment calendar
- Inventory
- Diagnosis
- Quick save



- Back to the main menu

6.3. Game character

Your game character also has needs.

- **Hunger**

Always ensure that your game character has had enough to eat, otherwise they will lose the ability to “run”.

- **Sleep**

If your game character is too tired, an enforced break will automatically be triggered, so make sure you take rest breaks at regular intervals to restore your energy levels.

- **Training**

The status bar “Training” is not a direct need, but shows the further training qualifications the game character has attained during the game.



6.4. Animals

The animals you are caring for on the Practise terrain have different needs.

If you move the mouse cursor over an animal in your charge, the health status will be displayed.



Opportunities for interaction and indicators regarding the animal's condition.

- **Brushing**

The animal needs a good standard of hygiene; when you brush it you will be cleaning its coat at the same time.

- **Stroking**

Stroking will increase the animal's wellbeing.

- **Playing**

The animal in your care will feel much better when you play with it.

- **Aftercare**

Your in-patients require daily aftercare during their stay; e.g. changing of bandages or extra medicine.

6.5. Building

- **Sack of food**

If you have bought food from the feed merchant, the items you have purchased will be placed in the appropriate food sacks in the relevant stalls and pens. If you click on a sack of food, a maximum of three units of this type of food will be transferred to your inventory. When you click on another sack of food, which contains food units of the same or of another type, the inventory will be replenished or filled with the new type of food. But don't worry; any units of food that you have not fed to the animals will be automatically replaced in the appropriate food sack.

- **Food bowl**

Every animal has its own food bowl. If you click on a food bowl, a portion of the appropriate animal food will be placed in the bowl, provided your inventory contains this type of food.

- **Broom**

When a stall or pen contains animals, the level of soiling will increase depending on the number of animals living in there. The level of soiling will be displayed if you move the mouse pointer over the broom. To clean the stall or pen, click on the broom with the left mouse button and the game character will automatically set about giving it a spring clean.

7. Game locations

7.1. The Practice Terrain

When the game starts, the main building is the only structure on the practice terrain. As the game progresses, you can construct additional buildings to extend your range of treatment and also upgrade the accommodation for the animals.

You can build or upgrade these buildings on your terrain:



Your house



Rodent pens



Loose box



Cattery



Aviary



Kennel



Therapy building

cist irritate you, because up until now he has never failed to have the correct medicine for every illness.

The Bank

If it's money you're after, then Yvonne Zaster is the right person to see. You can make one of your dreams come true with a little credit loan!

The Department Store

Mr. Hans Obermeier knows just what you'll like; would you like to enhance the beauty of your home? Just take your time to browse; we have something to suit all tastes and the great thing is that you can even have same-day delivery!

The Boutique

Leisure or professional? Whatever the occasion, at the boutique of Mia Sorglos, you can always rely on being suitably dressed.

The Agency

Too much time and too few clients? The agency can help you with a professional Internet promotion. You can go out and find your clientele.

The Academy

Does a larger client base appeal to you? You can train to become the best vet in the world at the academy. Your client base will increase almost automatically if you acquire the relevant examinations and diplomas.

7.2. The Town

In the town you will find a large number of stores and premises where you can buy a wide variety of products. The stores are open from 9.00am to 8.00pm.

Feed merchant

Not only can you buy all the food the animals on your practise terrain require at the feed merchant, but he also stocks riding tackle and toys for the animals. Don't be alarmed if Lothar Hauruck acts a little gruff; he is a kind-hearted man underneath!

The Pharmacy

You will find everything your patients need to restore them to tip-top health at the pharmacy. Don't let the slight arrogance of the pharma

7.3. The ride out routes

You can explore the ride out route with your own horse. There are three different tracks, each one offering you a differently designed environment. You can unlock individual tracks during the game, with the correct further training.

7.4. The outside areas

Your neighbours are not too far from your practise terrain at home. They may sometimes need your help if one of their animals is injured. For example, there is Miss Möter's dog school, the polo club belonging to Enrico Parlazzo, Farmer Ewald's farm and the country road nearby, which is maintained by Günter Grünbaum.

8. Practise

Your day in the practise starts at 8.00am. The patients arrive between 9am and 6.00pm. During this time, you should focus your entire attention on your work.

When a bell appears at the top of the screen it means that clients are waiting for you in the Practise.



When the indicator light appears at top of the screen it means you have an external assignment. If you click on the vehicle in front of your Practise, you will travel to your external assignments.



8.1. The Treatment room

Just prior to admission, the client and the patient remain standing and wait until you confirm the admission of the sick animal; you must then click on your client. Now you can choose to examine the animal or decline the examination. If you ignore your clients, they will leave your Practise very annoyed, so don't take too long!

8.2. The Office

Using the computer in your office you can browse the horse shop or look something up in the animal lexicon.

8.3. The Living Quarters

• Refrigerator

Your avatar can eat until the hunger gauge is full, or if you click on a free place in the game with the mouse pointer.

• Armchair

When you click on the armchair, your game character will relax in the armchair until the gauge is full or if you click on a free place in the game with the mouse pointer.

• Wardrobe

If buy yourself some new clothes in town, these will automatically be transferred to the closet in your bedroom; now that's service!

9. The therapy building

Owing to lack of space, you cannot treat horses in your Practise and you therefore use the therapy building where you can carry out examinations and treatments. Some horses may require special movement therapy and the following methods of therapy are available:



9.1. Treadmill

9.2. Lunge

If a horse needs movement therapy as part of its aftercare, you must decide what kind of therapy you would like to carry out before the course of therapy starts.



10. Building and expansion

There are wooden signs at various places on the Practise terrain and if you click on these signs you can either build the building for a fixed sum or upgrade an existing building.

The following buildings can be built:

- Rodent pen
- Aviary
- Cattery
- Kennel
- Loose box
- Therapy building

The following buildings can be upgraded:

- Practise building
- Therapy building

11. The Examination



The examination will begin once you have confirmed the admission of a patient. First, the client describes what he or she has observed regarding the animal. Four possible illnesses will then be displayed to the top right of the screen. With each correct examination procedure you carry out on your patient, illnesses will be grayed out in the list, until finally only the correct illness remains and you can proceed with the treatment. But be careful: each superfluous examination will be deducted from the total amount of your potential earnings, so consider carefully which examinations seem most logical to carry out. The following instruments are available during the examination:

The magnifying glass:

You can inspect your patients a little more closely. Move the magnifying glass over the animal's body while holding down the left mouse button. The area will be marked out the moment you discover anything conspicuous.

The hand:

Any anomalies you have spotted using the magnifying glass require a more thorough examination. To do this, you must probe the area with your hand while holding down the left mouse button.

The clinical thermometer:

This examination instrument, as everyone knows, determines if the animal has a fever or not. If you select the thermometer, you must navigate the mouse pointer to the back part of the animal and activate the thermometer with the left mouse button.

The ultrasound scan:

Not every illness or injury can be detected with the naked eye and you will often require the ultrasound equipment to look under the animal's skin. Here too, you must probe the selected area while holding down the left mouse button.

The blood test:

The blood test helps you do diagnose infectious illnesses.

12. The Treatment

When you have diagnosed your patient's illness or problem, you can proceed with the treatment. Only when you have adequate supplies of medicine and treatment resources can you carry out the treatment. The instruments are now available on the bottom right of the screen. The numbers next to the individual treatment instruments show you the quantity available. Once you have decided on a treatment, the window opens with the medicine that you can use with the selected instrument. Here too you will see how many units of each you have available. You will surely notice that the markings on the animal are the same color to those on the treatment instruments and this should make the treatment a little easier for you. You must always use the instruments within the marked areas. When an entire area is coloured in, this step is considered complete. The following instruments are available during the treatment:

Tweezers:

You can use tweezers to remove foreign bodies from the wound. If you select the tweezers, the mouse pointer will change into a pair of tweezers. Move the tweezers over the foreign body and hold down the left mouse button to grasp the foreign body. Holding down the left mouse button, you must direct the tweezers over the receptacle on the

bottom right of the screen. When you release the left mouse button, the foreign body will be placed in it.

Cotton buds:

You should use a cotton bud when a cleaning or disinfection procedure. With or without medicine, you must hold down the left mouse button and color in the yellow marked area.

Spatula:

The spatula is used to apply ointments. If you choose the spatula, an ointment selection window will appear in the top right corner of the screen. If you have chosen an ointment, you must color in the green marked area by holding down the left mouse button.

Syringe:

An options window for the syringe will appear to the right of the screen. When measuring the dose, make sure that not only do you administer the correct medicine, but also in the correct quantity. Press the button for the medicine you require and hold down the left mouse button until the fill level reaches the area marked. Now place the syringe on the correct spot and press the left mouse button once. You have now administered the medicine.

Bandage:

If you select the bandage, you must colour in the purple marking on the animal. However, bear in mind the position of the marking; you don't always have to place a bandage on a purple area.

Neck collar:

The neck collar is designed to stop animals from licking clean any freshly treated wounds. Once you have selected the neck collar, click on the correct place with the left mouse button to place the collar on the animal.

13. In-patient admission

Unfortunately, some animals can be so sick that a single treatment will not help them; in which case, you can admit them to nurse them back to health. The level of aftercare is crucial to the success of the treatment.

14. Care

You must care for your patients regularly so that they will thrive; this involves keeping the animals and the pens and stalls they are living in clean, and also playing with, stroking and feeding the animals. If you neglect an animal's welfare, two messages will be displayed in your HUD. On the third message, the animal will be removed from your care and you will receive no money for your efforts.

15. Your own horse

15.1. Riding out

There are two ways you can ride out in this game:

1. From the game.

Click on the wardrobe in the loose box to call up the options menu for riding clothes and riding tackle.

If you want to ride out from the game, you will need the following items:

- Loose box
- Saddle
- Bridle
- Horse

2. From the main menu.

When you ride out from the main menu, you will see the available routes that you have unlocked in the game.

16. Shopping

Shopping follows the same principle in most of the stores. You select the category in the top part of the buy screen and then call up an item description for the various articles. To buy an article you want or need, you must set the quantity you want to buy. Once you have placed all the items you want to buy in your cart,



simply click on the checkout symbol to make the purchase; provided you have enough money!

17. Further training

There are two training courses:

- **Course 1 – Pets**
- **Course 2 – Farm and Wild Animals**

Regardless of which path you decide to take, you can always continue along the other course even though you may not have finished the other one. You can skip or omit the exam. You can start the exam once you have decided on your training course and have paid the fixed sum for the examination fees. However, before starting the exam it is advisable to consult the animal lexicon. You will find this in your computer in the Practise building, along with all the information you will need to pass the exam.

Tip: the two horse exams unlock additional sections of the ride out route.

18. Lexicon

The Lexicon also provides information on the different animals in the game. You can toggle between the different types of animal using the thumbnail images of the animals.



19. Copyright/ Production team

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20. Epilepsy Warning

Some individuals may experience epileptic seizures or loss of consciousness when exposed to certain flashing lights or light effects and these individuals risk having a seizure when using computers. Certain individuals who have no medical history of epilepsy and who have never experienced an epileptic fit may also suffer a seizure. If you or a member of your family have ever experienced symptoms related to epilepsy when exposed to flashing lights (seizures or loss of consciousness), please consult your doctor before using the game.

In any event, when using a computer game, please observe the following guidelines:

Do not play if you are tired, or if you have not had enough sleep. Please ensure that the room in which you are playing or using the application is well lit. Please take a break of at least 10-15 minutes every hour while you are playing.

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