



# Welcome to Pet Vet

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Are you ready for life in a veterinary hospital? You will have a lot of fun as you learn all you need to know to become a star Pet Vet. This manual is to help you along the way with helpful hints and answer questions you may have while playing the game. Please note that you will find the **key code** for your game on the back of your plastic jewelcase.

Have fun!



### System Requirements

Operating system: Windows 98SE/ME/2000/XP  
Processor: Pentium 3 with 800 MHz or comparable CPU  
RAM: 256 MB  
Graphics card: 3D graphics card with 64 MB  
Hard drive memory: 300 MB, CD-ROM drive, sound card

## Set-Up/Installation

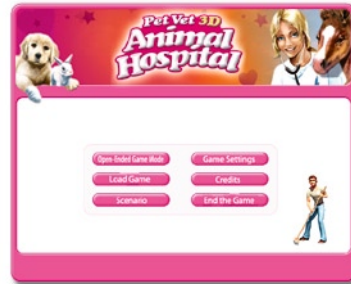
Put the CD into the drive on your computer. The installation menu will open automatically, if the "Auto Play" function of your computer is active. If the function is disabled, then open "My Computer", select your CD drive and double-click on the "Setup.exe" file. Follow the on screen instructions to complete installation of Pet Vet.

### DirectX®

Pet Vet requires Direct X 9.0c or higher to run flawlessly. If Direct X 9.0c or a higher version isn't installed on your computer, then you should install it right after installing Pet Vet. The currently most recent version of DirectX® is on this CD. If your 3D accelerator card has old or outdated drivers that do not support Direct X 9.0 or above, you should contact your video card manufacturer for information on obtaining the latest drivers.

## Main Menu

After installation is finished, you can start the game either by double-clicking on the Pet Vet icon on the desktop or using the link in the Start menu. Then you first come to the main menu, which offers you several possibilities.



### Scenario

The Story Mode is divided into different scenarios. In each scenario you have to take on various tasks that become more challenging over time. By checking the Options menu you can which tasks you have already completed. Do this by using the >>ESC<< button.

Note:

1. Functions are explained again in the >>Tutorial<< scenario. You must create your personal profile before starting the game.
2. The scenarios must be played in sequence.

### Open-Ended Game Mode

In "open-ended game" mode you can play just any way you like, without having to carry out any tasks.

### Load Game

You can load and continue a saved game using the "Load" button.

### Game Settings

Here you can change the settings for different graphics and sound options. On a less powerful computer you can disable the shadows in the game, which helps it run more smoothly. You can also adjust the volume of the sound effects, background music and speech.

### Credits

You can read about the people who helped with the development of Pet Vet in the Credits.

### End the Game

You can end the game with this button and return to the Windows desktop.

### Creating a Player Profile

If you start a new game or would like to play a scenario over again, then you will be asked to create your personal player profile. To do that you have to write in your name, your birthday and the place you were born. In addition, you can pick the name you want for your animal hospital and choose between three different difficulty levels.

## Controls

Pet Vet is controlled with the mouse and keyboard.

### Movement and Actions

Click (double-click) on the ground with the left mouse button	Veterinary doctor walks (runs) to the point clicked on
Click on animal, person or object with the left mouse button	A circle menu for further actions opens



### Horse

Arrow keys "left" and "right"	Horse moves to the left/to the right
Arrow key "up"	Horse moves faster
Arrow key "down"	Horse slows down

### View

Key 2 or "Lock Camera" button	Center camera on Vet
Animal Caretaker button	Camera swings to caretaker
Press down the right mouse button and move mouse or press "End" and "Home" keys or "Turn" buttons	Rotates camera
Turn mouse wheel or press the "Page Up" and "Page Down" keys or "Zoom" button	Zooms camera
Move the mouse cursor to the edge of the screen or use the arrow keys or "Zoom" buttons	Scrolls screen

### Additional Key Commands

"ESC" key or "Options" button	Opens the Options menu
"Space" bar	Hides the veterinary interface panel

### SAVE/END

Open the Options menu with "ESC" or the "Options" button in the veterinary interface panel. Click on "SAVE" if you want to save the game. The Save screen then opens, in which you can give your current

game a name. Then click on "Save Game". (Note: If a client is in your hospital just at the moment, then you can't save the game.) Click on "END" if you want to end the game.



## Game play

You take on the role of a young female veterinary doctor in the game. At the beginning you only have a fairly small animal hospital, and you can't treat all animal types yet. However, you can build new pens, corrals and kennels or upgrade the ones you already have during the course of the game. You gain experience by interacting with the animals, so that you can treat increasingly difficult cases and additional species. Sick animals must often stay in hospital for a longer period of time. You not only need to care for and feed these animals, but also stroke and play with them.

### The Time Factor

All your activities in the game take up time. As you become more experienced at feeding, healing, sleeping and so on, you will need less time for each task due to your increased efficiency. Time is fast-forwarded while your character is sleeping.

### The Money Factor

You earn money that you can use for lots of different things by treating and caring for the animals. Use it for the things you need, for example: food and toys for the animals, medical instruments, building new pens, kennels and corrals. Your money can also pay for upgrades and even the animal caretaker.

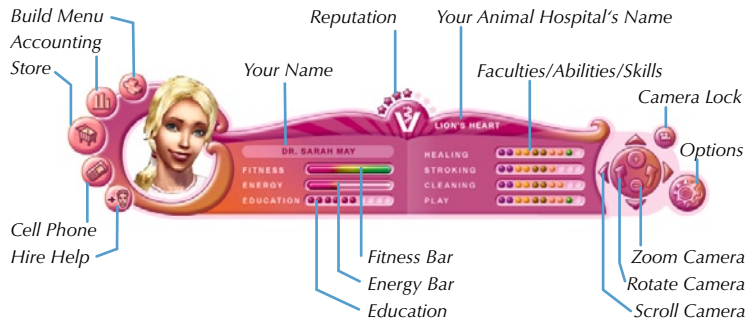
## Game Screen



The account balance display, the date and the current time are shown at the top of the game screen. At the bottom is the veterinary interface.



### Veterinary Interface



On the left are the buttons for accessing the Store menu, the Build menu, Accounting and the Mobile menu. You can also find the animal caretaker with the camera, if you have already hired him.

On the right are the buttons that control the camera and game options. In the middle your current status is displayed showing your level if training, skills and your veterinary practice's reputation.

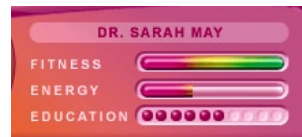
### Needs and Training

The current state of your character is displayed under your character's name.

- **FITNESS** shows how well rested you are. You will gradually get tired as you play making your character move slower and slower. To perk up again, you should go to bed regularly or lie down on the sofa to sleep.
- **The ENERGY** bar shows what your appetite is like. The hungrier you get over the course of the game, the more time you need for the

individual actions. Therefore you should go to the fridge to eat something.

- **EDUCATION** shows how many books you have already read. The more books you have read, the faster you are able to treat and heal the animals. You must take a book from the bookcase to read it.



### Sleeping

In order to sleep, click on the bed or the sofa with the mouse. A ring menu opens and you can choose between two, four, six and eight hours of sleep.



*It is important to keep track of the time in the game since the animals need you to act or react at certain times of the day. For example, you should never go to sleep if an animal is very hungry, because when you wake up it could already be very weak or sick from hunger.*

### Eating

You must click on the fridge or the cooker to eat. A menu opens and you can choose between „A Little“, „Normal“ or „A Lot“. When you have only „a little“ bite to eat you won't need much time for it, but your hunger will not be as satisfied as it would be if you had a normal meal.



### Reading

You can learn a lot and improve your education by reading the 5 books on each of the different species. After you buy them from the bookstore, you will find them on your bookshelves. Books about medical instruments are already in your bookcase from the start. Read the books by clicking on the bookcase, then from the ring menu with six different animal symbols an instrument symbol opens.



If you click on one of the animal icons, then the ring menu with the respective books about the selected species opens. The books you don't own yet are marked in grey until you buy them. These cannot be selected.



If you click on one of the books, then the Vet takes it from the shelf and reads it. Make sure you have completed all other tasks in the



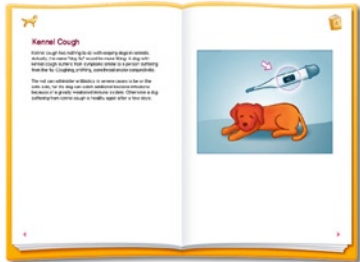
animal hospital before reading a book for the first time, as it will take some time. By reading a book about a certain species, the veterinary can treat this type of animal faster because of her improved knowledge. That means that she can increase her

treatment speed by five levels per species by reading five books about this species.

*Read the books! They will help you treat the animal properly and make good decisions.*

### Information Page

When the Vet reads a book, an information page with lots of interesting facts about animals and their illnesses opens. You can read this information page yourself as long

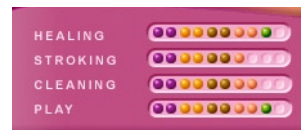


and as often as you like, because the game time stops while you are looking at them.

*You can read the information pages as often and as long as you like, because the game clock stops as long as you are looking at these*

### Skills

You can check the current state of your skills to the right of the needs display anytime. These are **HEALING;** **CLEANING;** **STROKING** and **PLAYING.** The more points you have means you can tend to these activities faster. You earn points for carrying out each activity and it means you are gaining experience. You start with



the first, and at the same time simplest species – the rabbit. Once you have earned points in all areas



are you able to move up and care for the next species – cats. Only then will the clients bring this animal type to your hospital. The points are colored and each color represents a species.

*Points mean experience. The more you have, the faster you are when you carry out each activity.*

are also friendly to the clients. More clients will come to your hospital and will also be willing to pay more money for your services. However, if you are careless with the animals, then your reputation could go down and keep clients away.

If your reputation is really bad and falls below a certain level, (depending on the difficulty selected,) then the game will end and you will have to start all over again.

### Your Good Reputation

Your veterinary practice's reputation will grow as you treat the animals properly, care for and nurse them lovingly, and



*Do a good job with your animals and your reputation will spread and bring new clients knocking at your door.*

## The Working in the Animal Hospital

### Accepting Animals

In your animal hospital you treat the animal patients. Their owners come to the hospital with their sick pets and register in the reception area. By clicking on the client or the animal with the mouse, you decide if you want to accept the animal as a patient or not.

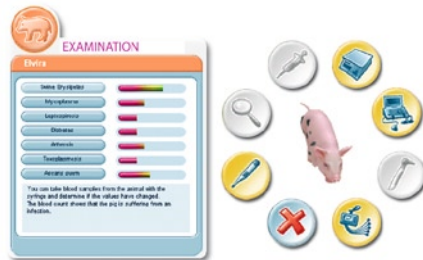
If you ignore the client for too long, then he/she will be disappointed with your service and leave the hospital. Plus, he/she will tell friends about the poor service and giving you a bad reputation. However, it doesn't affect your reputation if you refuse a patient because, for example, you already have so many.





### Treating Animals

If you accepted a patient by clicking your mouse, the scene immediately changes to the treatment room. Now you must find out which illness the animal is suffering from. To treat the animal on the treatment table, the diagnosis ring menu is open, and next to it is the examination window. Up to seven instruments from your inventory are shown in the ring menu, along with the "Cancel" button. The more varied the instruments you own are and the better their quality is, the more precise your diagnosis will be. There are seven possible illnesses the animal could have listed in the examination window. There are bar graphs next to these illnesses that show how high the probability for the respective illness is.

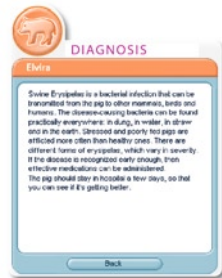


You start examining your patient by clicking on a medical instrument. The probability bars behind the listed illnesses will change according to the instrument you use and how high its quality is. Under these displays you

can read up on the results the examination with this instrument had. The diagnosis becomes increasingly more exact by using additional instruments. When you are sure what illness the animal has, then you can select this illness on the left side of the examination window.

The diagnosis window then opens and you can read which illness you have diagnosed and how to proceed. But beware! The illness you have diagnosed is shown. That doesn't mean that your diagnosis was right.

*Remember: Each step of a diagnosis takes up precious time that you might need later for caring for the animals. Reading books and collecting points in the "HEALING" skill can drastically reduce the time required for a diagnosis step.*



### Outpatient Treatment

A lot of animals can be sent home right after their treatment. In this case the billing window opens. If your diagnosis was right, then the satisfied client pays the appropriate amount and goes home with his/her pet. If, however, your diagnosis was wrong, then the outraged client goes home with his pet without paying and the reputation of your animal hospital worsens.

### In-Hospital Treatment

Some animals have to stay in hospital for a few days after the treatment for observation and possible follow-up treatment. If the diagnosis was correct, the animal recovers in the enclosure. However, if your diagnosis was wrong, then the animal will get even sicker and you should treat it again.

Naturally, the animals in kennels, pens and corrals must continue to get medical attention. An SMS sent to your special mobile on the respective day lets you know which animals turn it is. To give an animal follow-up treatment, you must click on it with the mouse cursor in the enclosure and select the "Follow-Up Treatment" button.



After the specified time, the animal's owner comes by and picks his darling up again. To do that you must click on the client, the release window opens and shows you how much money you are to get for the treatment and board, and what condition the animal is in now. If you ignore the client for a time, then he/she will take his pet home without paying and the reputation of your animal hospital declines.

### Breaking off the Diagnosis

You can also break off a diagnosis. Animals that are only mildly ill and only need to be examined are picked up by their owners and taken home. However, the client will not be happy about that causing your reputation to decline. When breaking off the treatment of an animal that must be admitted in hospital, it first goes to a hospital enclosure. However, it is still sick and its health usually worsens very quickly. You must treat this animal in the treatment room again as soon as possible. To do so, you must click on the "Treatment" button in the ring menu when you click on the animal in the enclosure.



## The Animals

Animals that are admitted into hospital care after treatment go into their respective pens, kennels or corrals. To get well they have to have their needs tended to and be cared for by you. (HUNGER, HYGIENE, AFFECTION, and PLAY.) If you run the cursor over an animal, then the state of the animal is shown.



As veterinary doctor and head of the animal hospital, you should make sure the animals feel comfortable in your hospital. If one of these needs goes too far into the red area, then

*You need time for FEEDING, CLEANING, STROKING, and PLAYING.*

*You need considerably less time for a rabbit than for a mini-pig or a foal. Therefore you should only try to treat a more difficult patient like a foal once you are an experienced veterinary doctor.*

the animal's HEALTH suffers. If the animal's HEALTH falls into the red area, then the owner comes to pick the animal up. Naturally, your hospital's reputation suffers as a result.

When HUNGER is showing, you must feed the respective animal, when the HYGIENE is lacking, you have to clean up, when AFFECTION is needed, you have to stroke the animal and when the animal wants to PLAY, and you decide how to play with it depending on the toy you have purchased.

### Feeding

To feed an animal, you must click on it. Choose the „Feed“ button in the ring menu.



Then click on the “Feed” button and the “Feed” ring menu opens. Here you can decide which kind of feed you want to give the animal. If you don't have a certain type of feed in stock, then the button is grey and you can't use it.



*Remember: You can only feed an animal if you have the right feed in stock for that animal. The Store requires one day to deliver the feed, unless you want to pay for an expensive EXPRESS order.*

The normal feed is the least expensive one, but times between feedings are longer if you give them premium feed.

If you haven't fed an animal for a long time and it's very hungry, then the „Hunger“ icon appears above its head. If you still don't feed it, then the animal's health also suffers as does your reputation.

### Cleaning

The enclosures (kennels, pens and corrals) need regular cleaning, because the animals dirty them. The more animals you keep in the enclosures, the faster they are dirtied. You have to click on the cleaning utensils next to the respective enclosure to clean an enclosure. A menu opens and you can choose if you only want to do a quick sweeping out („Minor Cleaning“) or if you want to clean more thoroughly („Major Cleaning“).



A “Dirty” icon appears above the enclosure if you let them go. If you still don't clean them, then the animals will get sick.

A rabbit enclosure is quicker to clean than a mini-pig pen. The better your skill in “Cleaning” gets, the faster you clean out the enclosures.

*A “Quick Cleaning” is quickly accomplished, but a „Thorough Cleaning“ is considerably more exhaustive.*

### Stroking

Animals need affection; so you need to pet and stroke them regularly. Animals that are in an enclosure with others of their kind require less stroking than animals that are alone. You can find out if an animal needs stroking by running the mouse over it and looking at the „AFFECTION“ display. To stroke an animal, click on it and select the “Stroke” button in the ring menu.



If you don't give the animal the loving kindness it needs, then the „Affection“ icon appears above it. If you still don't stroke it, then it will become sick. Stroking also takes time, but a rabbit requires less time than a foal. The better your „Stroking“ skill becomes, the less time you need for it.





### Playing

You should play with the animals regularly, because they need exercise and variety. The bigger their areas are and the more things that are in the enclosures, the more the animals can keep themselves busy. Then you don't have to play with them quite so often. You can see if an animal wants to play by running the mouse over it and looking at the display for "PLAY". To play with an animal, click on it and select the "Play" button in the ring menu.



The "Play" menu opens and you can choose between three different games. However, for some game options you need toys, which you must buy from the Store. If you don't own the toy, then the button is grey and can't be selected.



Playing also takes time, but playing with a rabbit takes less time than playing with a horse. The better your „Play" skill becomes, the less time you need for it.

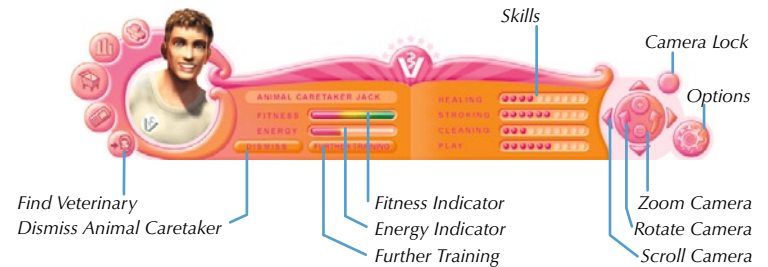
### The Mother Mare – Your Riding Horse

An exception is the mother mare, which you can buy from the store as soon as you have a corral. The mare then stands in your corral and acts as the nana (foster mother) for the foals staying in hospital. The mother mare must also be fed and cared for, but she is not as demanding as the animals that are ill. If you should neglect her, however, the game is over. There is no "Follow-Up Care" button for the mother mare. There is a "Go Riding" button instead. Here you can go for a ride on the horse. If there is a foal in the enclosure, then it will accompany you and your horse around the grounds. Going riding has a positive effect on the PLAY values of the mare and foal.

## The Animal Caretaker

If you would like to concentrate completely on the animals' healing or only want someone to take over some of your work for you, then you can hire Jack as the animal caretaker. You get the "Hire Jack" option by clicking on the "Store" button. Jack receives a daily wage, which is deducted from

your account, for his help. If you have hired him, you can easily find him with the "Animal Caretaker" button located in the interface. Jack also has needs and skills that are displayed in the Animal Caretaker interface.



### Fitness and Energy

The "FITNESS" display shows you how alert or exhausted Jack is. He works far more slowly when he's tired, so you should let him rest every now and then. If he's tired and you don't give him another task to do, then he lies down on a park bench on his own and rests or sleeps. The "ENERGY" display shows you how hungry he is. He works much more slowly when he's hungry. If you don't give him anything to do, then he goes to the fridge and helps himself to something to eat.

### Skills

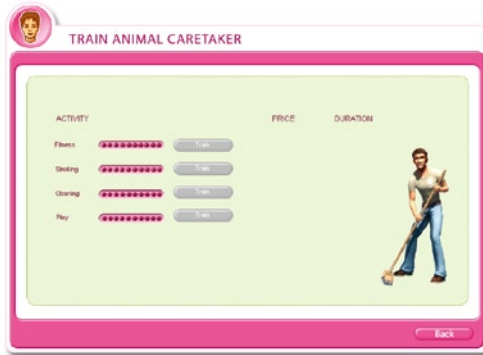
Jack also has the skills FEEDING, CLEANING, STROKING, and PLAYING. You can see how well trained he is based on the displays in the Animal Caretaker interface. The higher the value shown is, the faster and better he is at finishing the tasks given him.

### Further Animal Caretaker Training

To give Jack further training, you must either click on him or the "Find the Animal Caretaker" button in the veterinary interface. The caretaker interface appears and you must click on the "Further Training" button to open the "Further Training" screen.



You can see Jack's current skills on this screen. If you want to improve them, then click on the "Train" button behind the respective skill. The training course costs time and money, but Jack can finish his tasks considerably faster afterwards.



### Delegating Tasks

Clicking on the animal caretaker opens a ring menu and you can give him several tasks. These are "FEED", "PLAY", "STROKE", "CLEAN" and "ASSIGN ENCLOSURE".



If you give the caretaker the task "FEED", then he feeds all the animals in the order of urgency. He carries out the tasks "PLAY", "STROKE", and "CLEAN" the same way.

Clicking on the "ASSIGN ENCLOSURE" button opens a further ring menu with the animal icons, and you can

assign him an enclosure to take care of. If you give him the task of taking care of the rabbit enclosure, then he cleans it, feeds the rabbits, plays with them and strokes them.

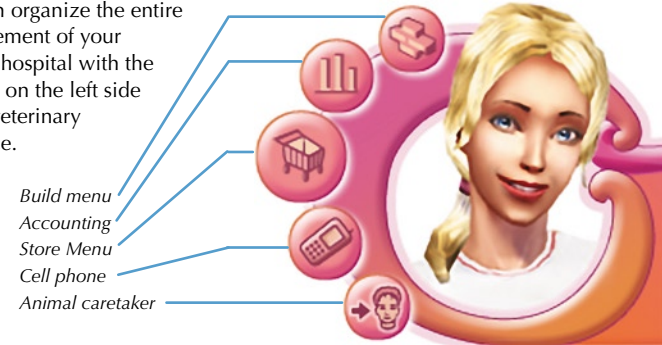


### Dismissing Jack

You can also dismiss the animal caretaker. To do this, just click on the "Dismiss" button. You will be asked once more if you really want to dismiss him.

## Management of the Animal Hospital

You can organize the entire management of your animal hospital with the buttons on the left side of the veterinary interface.



### Store menu

Clicking on the "Store" button in the veterinary interface opens the Store menu and the game time stops. Now you can buy feed, books, toys, medical instruments or the mare, as well as hire the animal caretaker at your leisure.



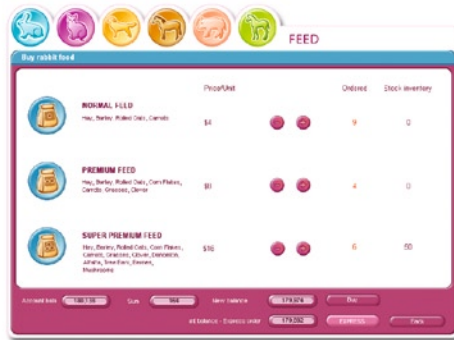
### Buying Feed

The animals in the enclosures of your animal hospital need food, and for each species there are three different types: normal feed, premium feed and super-premium feed. The normal feed is the most economical; the super-premium feed satisfies the best. To buy feed, click the "Feed" button,

and then select the animal you want to buy for. Next to the type of feed is the price for a unit of feed. You can order different amounts using the "+" and "-" buttons. Beside the current order amount you can see how much of this type of feed you still have in stock at your animal hospital.



The Store needs one day to deliver. All orders made before 11:59 p.m. are delivered the next day. If you need it faster, you can have same day service using express delivery. However, an express order is more expensive. The current balance in your account, as well as, the calculated balance after feed purchase or express purchase, is displayed on the screen. As soon as click on “Buy” or “Express Buy”, then the feed order is on its



way to your animal hospital. To leave the screen, click on “Back”.

### Buying Books

To treat your patients better and faster, you need to increase your veterinary knowledge by reading textbooks. You can buy them from the Store by clicking on the „Books“ button in the Store menu. There are five books for each species that you can buy, one after the other. With a click of the mouse on the “Price” button, you can select the books you want. The current balance in your account is displayed on the screen and the calculated balance after buying the selected books is also shown. You become the owner of the books by clicking on the “Buy” button. You



return to the Store menu with “Back”. To read the books you must select them in the bookcase in your animal hospital. If you have bought and read all the books about one species, then you get a specialist certificate for that species.



### Buying Toys

Making sure the animals have fun is also important so you need to give them toys that you can also buy via the Store menu. Clicking on “Toys” opens the “Toys” screen, where you can select up to two more toys for each species by clicking on the price. The price is subtracted from your

account and the new account balance is shown at the lower edge of the screen. You must click on the “Buy” button in order to buy the selected toy. If you want to try out the new toy, then just click on the animal and select the “Play” button. The new play option is enabled.



### Buying Instruments

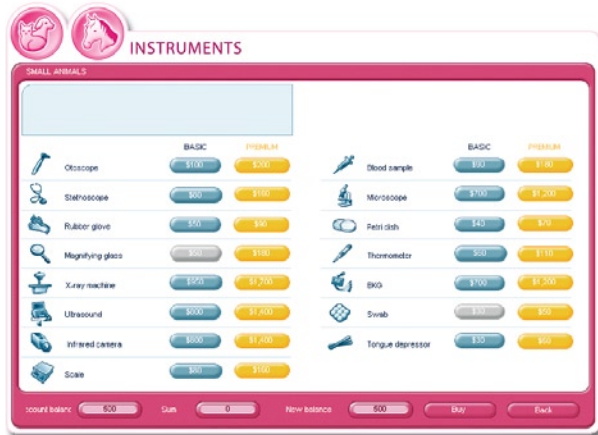
You need medical instruments to treat the animals. You can buy these at the Store. Click on the “Instruments” button in the Store menu. You can choose between instruments for small animals or horses with the two buttons on the upper left. Special

instruments are needed to treat horses and ponies. In addition to the different types of instruments, they also differ in quality: normal or premium. The premium instruments make a distinctly better diagnosis possible, but they also cost more.



However, it's not a problem if you buy the normal instruments first, and then buy new premium instruments later, when you have earned enough money. To buy an instrument you must click on the price behind the respective instrument and complete the purchase with the "Buy" button. You

can also select several instruments at the same time and buy them. The current balance in your account is displayed on the screen and the calculated balance after buying the selected instruments is also shown. The "Back" button returns you to the Store menu.



### The Mother Mare

You can also buy a mother mare, which takes care of the foals that must stay in hospital from the Store. To do this, click on the "Mother Mare" button on the Store screen. You can also take the mare out for rides. Should you have a foal in the coral, then it will accompany you on the ride. To return from a ride out with mother mare, just take her past the gate with the Pet Vet 3D Animal Hospital sign.

### Hiring the Animal Caretaker

You hire the animal caretaker via the Store menu by clicking on "Hire Animal Caretaker". The animal caretaker helps you with nearly all of the tasks that are needed to care for the animals. You pay him daily; his salary is deducted from your account.



## Build Menu



Time, in the game, stops when you open the build menu. (Do this using the „Build Menu“ button in the veterinary interface.) Now you can build enclosures, upgrade and equip existing enclosures, equip the animal hospital or build the horse clinic. To do this you can choose between the options „Upgrade Enclosures“ or „Upgrade Hospital“.

### Enclosure Upgrades (Pens, kennels and corals.)



Click on "Enclosure Upgrades" in the Build menu and you will get to the rabbit pen screen. From here you can get to the other types of animal enclosure upgrades by clicking on the animal icon buttons at the top of the screen. There is only one coral upgrade for ponies and foals, since they go together.

The upgrades are listed on the left side of the enclosure upgrades screen. You must first build the enclosure in order to be able to add onto it bit by bit. Building and upgrading the enclosures can take a few days.

You can see different objects to add on the right side of the enclosures extension screen. The two top objects still fit into a small enclosure, but for the third one the enclosure must already be upgraded one step and for the fourth object even two steps.



To upgrade and equip an enclosure, you have to press the price buttons. Your current account balance is shown at the bottom edge of the screen, as well as the new balance if you buy the selected upgrades and equipment. Clicking on the “Buy” button will carry out your upgrades. You return to the Build menu via the “Back” button.

**ATTENTION!**  
*You must first build and equip a horse clinic before you can build a corral.*

### Hospital Upgrades

Clicking on the “Hospital Upgrades” button in the Build menu opens the “Upgrade Notice Screen”. From here you can access the upgrade screens for the other rooms of the animal hospital. The respective additions to the rooms are located in the different upgrade screens. There is an additional “Set-Up” button for the horse clinic, because you must, of course, first build it before it can be equipped. Building a horse clinic is required before you can build a coral.

All equipment has a function. The clients will wait longer at a new counter; you can sleep better in a new bed, and so on ...

Choose equipment by clicking on the price behind the object. Your current account balance is displayed at the bottom of the screen as well as the new balance, if you buy the selected objects. You must click the “Buy” button to acquire the objects. The “Back” button takes you to the Build menu screen.

Please note:  
 A comfortable waiting room means that clients are willing to wait longer for your services. Most furniture upgrades will have positive effect on you and for your business.



## Accounting

You can find out everything about your animal hospital in the accounting section. In order to get to the accounting section, click on the “Accounting” button in the veterinary interface.

Then you can see:

- How your animal hospital’s reputation has developed
- How many animals you have treated
- How successful your care has been
- Which animals are currently in your enclosures
- What type and how much feed you have in stock
- Which medical instruments you own
- Which books you have bought and read
- How the financial development of your animal hospital has progressed



### Your Good Reputation

In this screen you can see how the “reputation” of your hospital has progressed since the beginning of the game. The passage of time is shown in days on the horizontal axis and your reputation is stated in percent on the vertical axis.



### Treated Animals

This screen shows a list of all the animals you treated in this scenario. In addition, the values of the needs

are shown, so that you can check to see how well you did your job and suggestion on where you could improve.



### Animals in Enclosures

If you click on "Animal Population" in the accounting screen, you get to the Rabbit Population screen. You can

get to the other animal population screens using the animal icon buttons at the top edge of the screen. Here you can see which animals are currently in the enclosures, when they arrived, and when they will be picked up. Also, you can see with a glance if an animal in the enclosures is not feeling well.



### Feed in Stock

Here you can see at a glance what types of feed and how much of each is in stock.



### Medical Instruments Inventory

You can see all your medical instruments here. Switch instruments by using the buttons for „Small Animals“ or „Horses“ at the top of the screen.

You can easily identify which normal instruments (blue), or which premium instruments (gold) you have on hand, and which instruments you don't own (grey) at all.





### Books on Hand

The books you own and have read are displayed here. Once you have

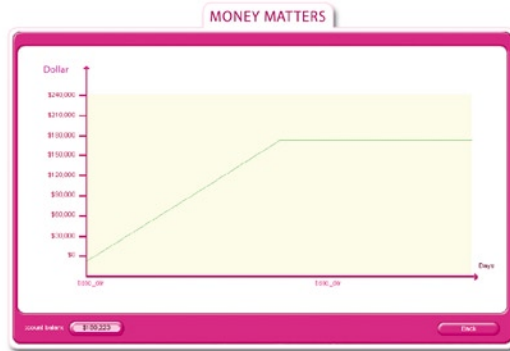
read all books on a species, then you receive your specialist certificate.



### Economics

As you earn money for treating and boarding animals' daily, you also spend money to feed and care everyday. You can see how you are doing financially here. If the

indicator isn't going up, then you are probably not running your hospital well. Maybe it's not a bad idea to re-think your business strategy if your economic situation is in a downturn.



### SMS-Text messages

When the mobile button blinks that mean you've gotten a message. Click on the button to read the message.

Older messages are saved so that you can re-read them. You can also delete them „Delete Message“ button.

### Do you need help?

Check out the readme file on this CD-ROM for more information or visit our website at [www.viva-media.com](http://www.viva-media.com) and go to the support section.

If you don't find the answer to your question, please email us at [mail@viva-media.com](mailto:mail@viva-media.com).





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BrainGame



Calling All Animal Lovers!

# Pet Vet 3D Animal Hospital

