

# EMERGENCY ROOM

*DISASTER STRIKES*

**LEGACY**  
INTERACTIVE

Legacy Interactive®  
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*You're the Doctor!*  
*100 Life or Death Cases...*

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Legacy Interactive® is a leading developer and publisher of interactive edutainment, including the award-winning Emergency Room® series of CD-ROMs and websites.



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#### **MINIMUM SYSTEM REQUIREMENTS**

##### **Windows® 95 or 98**

200 MHz Pentium computer  
32 MB RAM  
High Color (65,535 colors) capable 2 MB video card  
16X CD-ROM drive  
Sound card and mouse

OR

##### **Power MAC**

OS 7.6 or higher  
200 MHz  
Thousands of colors/640X480 screen resolution  
32 MB RAM  
16X CD Rom Drive

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## INSTALLATION

**EMERGENCY ROOM: DISASTER STRIKES** must be installed on your system before you can run it.

### For Windows users:

1. Insert the **EMERGENCY ROOM: DISASTER STRIKES** CD into your CD-ROM drive.
2. Double click on My Computer.
3. Double click on the ER Disaster Strikes icon that appears.
4. Double click on Setup.EXE.
5. Follow the on-screen instructions. You may choose Minimal, Typical or Full installations.
6. After the game is installed, choose Install QuickTime 4.0 if you do not already have it on your computer.
7. To play **EMERGENCY ROOM: DISASTER STRIKES** click the icon on your desktop.

### For Power Mac users:

1. Insert the **EMERGENCY ROOM: DISASTER STRIKES** CD into your CD-ROM drive.
2. Double-click the ER Disaster Strikes icon that appears on the desktop.
3. In the open window, Double-click the ER Disaster Strikes icon that appears.
4. On the ER Disaster Strikes main page, choose Minimal, Typical, or Full installation.
5. Pick a folder where you would like to save the game.
6. Click Save and the installation process will begin.
7. When installation is finished, restart your computer before playing the game.

Please register your copy of **EMERGENCY ROOM: DISASTER STRIKES**, either from the start screen by clicking on "register on-line" and connecting to [www.legacyinteractive.com](http://www.legacyinteractive.com), or by returning the registration card included in the box. We will then be able to notify you of new medical cases as they become available for download on our website, and of any new Legacy Interactive products.

## DISCLAIMER

Although the developers of **EMERGENCY ROOM: DISASTER STRIKES** have made every effort to ensure the realism of this simulation, this game is intended for entertainment purposes only. **EMERGENCY ROOM: DISASTER STRIKES** may help you become more knowledgeable about the human body, but it is not intended as a guide for self-diagnosis or treatment. Medicine is a complex and inexact science. Diseases, treatments and responses vary for each individual. If you suspect that you may have a medical problem, seek immediate medical care and the advice of a physician. The publisher of **EMERGENCY ROOM: DISASTER STRIKES** disclaims responsibility for any adverse effects resulting directly or indirectly from any and all actual use of the medical procedures described in the context of this game.

## PLAYING THE GAME

Los Angeles has just been devastated by the worst earthquake in city history, and doctors are in short supply. The savage quake has triggered a massive fire, a freeway pile-up, and a deadly mudslide. Hundreds are injured, many critically, and you're the doctor who must save them. **EMERGENCY ROOM: DISASTER STRIKES**, the latest installment in the hit **Emergency Room®** series, presents 100 new medical cases, all new characters, and three exciting new disaster scenarios. As the ER doctor, you must diagnose and treat the disaster victims as quickly and efficiently as possible, or risk losing your reputation, or worse, your patients.

Your goal in **EMERGENCY ROOM: DISASTER STRIKES** is to examine, diagnose, and treat patients efficiently. To accomplish this, you must:

- Select a patient from one of the disaster scenarios and review the relevant CME (Continuing Medical Education) data to find out what procedures are necessary for your patient's problem.
- Do a thorough physical examination in the Exam Room, using the appropriate medical tools at your disposal.
- Order x-rays, CT-scans or ultrasounds in the Imaging Room (when appropriate) to help diagnose the problem.
- Decide which tests, if any, you need to perform in the Lab.
- Note the appropriate CME in the Treatment Room and set your patient on the road to recovery by administering whatever treatments are required.
- Answer the Subjective, Objective, Assessment, and Plan questions (the SOAP on your Medomatic, your hand-held computer) as you go. You'll earn points for correctly documenting your findings.
- Pay close attention to your patient's health status bar on the top of your hand-held computer. If the bar reaches the top red line, you have successfully treated your patient! If the bar gets too low, your patient will be taken away from you, or worse, even die.
- Go to the Discharge Room and let Dr. Snyder evaluate your performance. Then, return to the busy Disaster Scene so you can begin your next challenging case as you move up through the ranks, maybe all the way to Chief of Staff, in **EMERGENCY ROOM: DISASTER STRIKES**.

## GETTING STARTED

### THE DISASTER SCENARIO

After you click on Start, and the game is loaded, you see a breaking newscast that describes in detail the three tragic disasters that have just rocked Los Angeles. Once the newscast is finished, you are prompted to pick either one of the three disaster scenes or the tutorial, which will acquaint you with the basic gameplay. Click on one of the screens to get started.

### THE TUTORIAL

If you decide to view the tutorial, you are guided through the game by Anne Grabel, the admitting nurse at Legacy Memorial Hospital. After Anne introduces herself, you can choose which section of the tutorial you would like to view, or you can choose to view the entire tutorial. Once in the tutorial, use the arrow keys to navigate forward and backward, and the Back to Menu button to go back to the main menu. On the main menu page, choose Return to go back to the main screen where you may choose one of the disaster sites.

### SIGNING IN

Once you choose a disaster site, you are greeted by one of the paramedics on the scene who asks you to sign in. You are handed a clipboard on which you type your name, and then choose how you want to select the disaster victims. The choices for selecting the disaster victims are Random or By Ailment. If you decide to pick them randomly, you are given victims who are within your approximate skill level. If you decide to pick by ailment, you can select from a list of victims and their complaints. They are ranked in order from easy to more difficult. Click on one of them to choose.



### DISASTER SCENARIO

Once you sign in, you will be taken to the disaster scene where three victims are waiting for your help. Click on them and they tell you their problem. Or, if they are unable to talk, someone speaks for them. When they are finished talking, the Medomatic hand-held computer appears. Read the patient information that appears on the Medomatic. Then, if you want to treat the patient, click "select patient". The Medomatic will display the SOAP and you are prompted to answer the questions from the patient information. It is important to answer the questions correctly. Once you are finished, click anywhere on the background graphic and you and your patient are driven to Legacy Memorial Hospital.

## GETTING AROUND

### NAVIGATING LEGACY MEMORIAL HOSPITAL

Upon your arrival at the hospital, you are greeted by the Legacy Memorial Hospital Staff. What follows are some tips for getting around the hospital.

- Use the Locations menu bar at the top of the screen to jump quickly from room to room. (The menu bar only appears when you move your cursor to the top of the screen.)
- Use the cursor to move around each room, by moving the mouse to the far edges of the screen. When the cursor changes in appearance, usually to an arrow, click and you are taken to another part of the room or hallway. In each room, you can perform specific tasks to care for your patient. When the cursor is "hot," meaning that what you are looking at can be selected, the cursor changes either color or shape. While the functions you perform in the Exam Room, Imaging Room, Laboratory and Treatment Room are very different, the procedure you follow in each room is similar.
- Click on the patient on the gurney to switch to an overhead view of the patient. In the Exam and Treatment Rooms, a cart with medical tools in the drawers will appear on one side, the Medomatic will be displayed on the other side, and the patient will appear in the middle. In the Imaging Room, a cart with a touch pad will appear with your Medomatic and your patient.
- Select a tool by clicking on it. Then move your cursor (which now appears as a tool) to the part of the body that requires examination, testing or treatment. The name of the body part to which the cursor is pointing will appear on the Medomatic. Move the tool to the appropriate body part and click again. You will see either a close-up view of the body part or the results of the action you've taken.

NOTE: If you aren't sure on what part of the body a tool should be used, you can click on the electronic tool display near the tool drawers in the Exam and Treatment Rooms to read about each tool and its proper use.

### MENU BAR

The headings available on the Menu Bar are File, Locations, and Medomatic. Move your cursor to the top of the screen to make the Menu Bar appear, then click on a Menu Bar heading to see a list of options. Click again on your selection. Select File for these options: Save Game, Load Game, and Exit. Save Game will save your game at a particular point that can be accessed again by choosing Load Game. Multiple games can be saved for each player. These options are available under Locations: Disaster, Exam, Imaging, Lab, Lounge, Library, Treatment, Discharge, and Tutorial. You cannot leave the Disaster Scene without selecting a patient. Once you enter the Treatment Room and begin treatments, you cannot go back into any other room other than the Discharge Room.

You can also use the Menu Bar to look at your hand-held computer. To do so, select one of the options under the Medomatic menu on the Menu Bar: SOAP, Notes, Glossary, and COMM (Communication). You can also access your Medomatic by clicking on it when you see it in a room. This computer is your most important tool.

## MEDOMATIC

When you use your Medomatic to select the SOAP (Subjective, Objective, Assessment, Plan) you are preparing the critically important "paperwork" you should complete to proceed through the examination and treatment of each patient. It describes the information you need to gather and asks you a series of multiple-choice questions you need to answer to score valuable points in the game. Subjective refers to the information the patient gives you at the disaster scene regarding his/her condition - the patient's chief complaint. Objective refers to the results of your examination - What did your physical examination reveal? Assessment refers to the diagnosis you make based on both your Subjective and Objective findings, and the results of lab and imaging tests. The Plan is the treatment procedure you follow with the patient.

You may access the SOAP at any time after you have selected your patient. Browse through the Objective questions before you examine your patient to determine what information you need to gather. When you select the correct answer from the available multiple choices, you add points to your score. But make your selections carefully. If you make a mistake, you won't be able to go back and redo your answers, and add points.

Keep track of your performance by referring to the Notes section on your Medomatic. It provides a compilation of the activities you have already performed and their results for each room. For example, if you took your patient's blood pressure but have forgotten what it was, refer back to your Notes.

Select Glossary and you can look through the Medomatic's glossary of 3,000 medical terms specifically written to explain terminology used in the game. To get advice from a fellow Legacy Memorial staff member, select COMM on your Medomatic. This will provide you with a list of the staff members who are available to speak with you in a particular room. When one of these staff members is selected, a choice of questions will appear. Select a question and see the staff's response. This Q&A is particularly helpful when you aren't sure what to do next. Ask the nurse and she will tell you, although you will lose a few points if you ask too often.

You can also use the Medomatic to assess your performance. On the bottom of the device there are 4 buttons: Total, Score, Rank, and Average. Total is the total number of patients that you have successfully treated. Score is your total score as compared to other players on your computer. Rank is your title (you begin as a medical student). Average is the average score of all of your patients.



## STATUS BAR

As soon as you enter a hospital room, you see the Status Bar at the top of your Medomatic. The Status Bar consists of a colored bar and numerical score that changes based on actions you take and represents your patient's health. For every correct action you take, the numerical score and status bar will rise. The Status Bar is also directly affected by your SOAP answers.

If the Status Bar reaches the top line, you have met the minimum criteria for discharging your patient. If your bar goes to low, your patient will be taken from you, or they will die. Remember, unnecessary actions are counted against you and the bar and numerical score will be lowered. As you move up in rank, incorrect and unnecessary actions count against you more heavily and your patient's health can decline rapidly.



## EXAM ROOM

Once inside the hospital, you are immediately taken to the exam room where your patient is waiting for you. You may want to read the CME information on the wall to review the necessary steps for your physical exam. When ready to begin the exam, click on the gurney holding the patient. Now you have an overhead view of the patient and the medical tools cart. Click on the drawers to open them and choose an instrument. Once you click on the tool you want to use, your cursor changes into that instrument.

The Medomatic display tells you the name of the instrument you have selected and, as you move the instrument over the patient's body, it tells you what body part your cursor is over at that moment. Click on the part of the body appropriate to the instrument selected so that you can use the tool. This results in a close-up view of the body part. Your Medomatic helps by providing an interpretation of the results.

You frequently need to use the vital sign instruments in the top drawer: a thermometer, sphygmomanometer (place on upper arm for blood pressure), respirometer (on mouth for respiration rate), and pulsometer (on finger for pulse rate). In other drawers you'll find a magnifying glass and glove. These tools may be used on all parts of the body. Note that while the magnifying glass and glove result in the same graphic, the text feedback is usually different. The magnifying glass gives you information about what you see, while the glove gives you information about what you touch and feel. Other tools can be used on specific body parts such as the ophthalmoscope, to view the inner eye and the otoscope to view the inner ear. If you aren't sure on what part of the body a tool should be used, you can click on the electronic tool display near the tool drawers in the Exam and Treatment rooms to read about each tool and its proper use. Only examine the parts of the body necessary to obtain a diagnosis. The hospital staff, especially the CFO, frowns on unnecessary procedures.

When you're done with the physical exam, click on the left or right edge of the screen to return to the standard view of the Exam Room. You should answer the Objective questions of your SOAP before leaving the Exam Room. If you need to review what you found in your exam, use the Notes on the Medomatic.

## IMAGING ROOM

The Imaging Room is necessary only when your patient's condition requires an imaging test: an x-ray, CT-scan or ultrasound. The diagnostic test section of the CME information you find in the Exam Room tells you whether or not this type of test is required. If these tests are not needed, an imaging test costs you valuable time and the hospital money. Once in the Imaging Room, click on the gurney to proceed with the imaging tests. Click on the type of imaging tests you want to perform and on the body part you want to see. The results of the test are displayed on the Medomatic. If you click on the skeleton in the back of the room, you can hear the names of the bones. Click on the body chart on the wall for further information about the workings of the human body.

## LAB

The Lab is another room that should only be used when necessary. If your patient does not require a lab test, you do not need to enter the Lab. The CME in the Exam Room tells you what types of diagnostic tests are required to make a diagnosis.

In the Lab, click on the gurney to proceed. You see a selection of tests on top of the cart: blood test, blood gas test, urine test, stool test, or swab culture. Once you decide which test you need, click on the tool and on the appropriate part of the body to perform the test. The Medomatic will display the results. You may also be asked to specify which subtype of the selected test you want to perform. You can click on the Lab Chart on the left wall to read about the various types of tests available in the Lab as well as possible outcomes and interpretations. Also available in the cupboard to the right of the patient is a selection of 3-D antique lab tools.

## LOUNGE AND LIBRARY

The Doctor's Lounge is a comfortable place for a break from the hectic hospital schedule. But don't space out too long - remember you have to finish treating your patient before time expires and you are taken off the case...or worse. Click on the electronic pad to read a medical newsletter, have a snack from the vending machine, click on the TV monitor for an important public service announcement, or click on the BONY game station to play the SHOTZ video game. Just don't let Dr. Snyder catch you goofing off!

You can also spend time in the Library. This is Legacy Memorial's central source for all current medical information at the hospital, including the picture database of antique medical instruments and famous dates in medicine. You may also want to refer to your patient's CME available in the Continuing Medical Education database.



## TREATMENT ROOM

When you enter the Treatment Room you may want to read your patient's CME on the rear wall to determine what treatment should be given. Next you should answer the Assessment question of your SOAP. Finally, before starting the treatment phase, you can select the electronic pad on the instrument cart to read about the instruments available to you in the Treatment Room and how they should be used. NOTE: Once you begin treating your patient you cannot re-enter the Lab, Exam or Imaging Rooms. If you go back to the Disaster Scene, you will start over with a new patient.



Select the gurney to begin treating your patient. While in the overhead view, select a drawer and click on the instrument you want. Then position the instrument over the appropriate body part (look at the Medomatic to see what body part you are over) and click. You see a close-up view of the body part and the treatment tool becomes the cursor. Manipulate the tool onto the appropriate area and click to apply the treatment. If you don't apply the treatment to the appropriate area, you lose points and your patient's health declines. For example, if you place a bandage on an arm that doesn't have an injury, the bandage will appear and you will lose points. Also, certain tools may only be used in the correct order. For example, don't apply a bandage first, and then try to clean the wound. If you make two incorrect attempts, the hospital staff may chew you out. But don't feel bad, everybody's under intense pressure. On the counter there are two pads: Hospital Orders and Discharge Orders. Use Hospital Orders to perform necessary functions that do not involve instruments in the drawer. It's not necessary to complete Hospital Orders for every case. Always select Discharge Orders after you have completed all the steps of your treatment. This determines what happens to the patient after the Treatment Room. In addition, don't forget to complete the last part of your SOAP, i.e., the Plan. When you have finished your patient and have completed your discharge orders, click Discharge Room from the Locations menu, or click on the red door in the Treatment Room to enter the Discharge Room.

## DISCHARGE ROOM

The last stop is the Discharge Room. Here Dr. Snyder will critique your performance. You must receive 60-80 points/patient, depending on your rank, in order for you to receive a positive evaluation from Dr. Snyder. If your health status bar gets too low and you are taken off the case or your patient dies, you are sent immediately to the Discharge Room. Afterwards you are sent back to the Disaster Scene, where you can select another patient.

## GOING UP IN RANK

To win the game, you must progress from Medical Student to Chief of Staff at Legacy Memorial Hospital. In order to move up through the ranks and become Chief of Staff, you must successfully diagnose and treat enough patients. The higher your rank, the harder it is to have a patient deemed successfully discharged. (The number ranges from 60-80% of the total possible points.) Remember, only points from patients who have been successfully discharged will be added to your cumulative point total.

<b>RANK</b>	<b>PATIENTS TREATED SUCCESSFULLY</b>
Medical Student	0
Intern	5
Resident	18
Attending	40
Chief of Staff	65

You can view your rank by looking at your name on the sign-in clipboard, or by choosing the "Rank" button on the Medomatic. You can also find out the number of patients you have successfully treated by clicking on the "Total" button on the Medomatic. The "Score" button on the Medomatic displays your score relative to other players, and the "Avg" button gives you your treatment point average.

## LEVELS OF DIFFICULTY

The medical problems in EMERGENCY ROOM: DISASTER STRIKES are at three different levels of difficulty. As a new player, all the patients available at the Disaster Site will be at level one. (This assumes that you select patients randomly). If you select patients by ailment, they are ranked in order from easier to harder. Each patient you treat successfully will result in one patient appearing in the Disaster Scene at the next difficulty level. The second consecutive patient you unsuccessfully treat results in a patient with a medical problem at the next lower level of difficulty (down to level 1). Problems at higher levels of difficulty are generally more serious and often require more steps to treat successfully. Higher-level problems often require lab tests and/or imaging tests.

Level 1: ear and eye problems, abrasions and contusions

Level 2: burns, dislocations, sprains, lacerations, nose and throat problems, fractures, abdominal pain

Level 3: breathing problems, chest pain, concussion, gunshot or knife wounds, code blue

These categories are a rough indication of difficulty. Some types of problems can be either minor or major - for example a simple fracture versus a compound fracture. In general, a minor problem will likely be at a lower level of difficulty than a more serious problem in the same category.

## WINNING THE GAME

In EMERGENCY ROOM: DISASTER STRIKES you take charge of your patients from the moment you arrive on the scene until their discharge. You treat 100 different cases at three levels of difficulty. To win the game and become Chief of Staff, here are some recommended strategies to follow:

- Listen carefully to what patients tell you at the Disaster Scene. Information about their general medical background may be relevant later.
- Consult the CME (Continuing Medical Education) information available in the Exam and Treatment Rooms.
- Perform a thorough medical exam.
- Always fully and correctly complete the SOAP (Subjective, Objective, Assessment, Plan) paperwork. Use your SOAP questions for clues about correct examination procedures.
- You need to accumulate at least 60% of the total possible points for each patient while a medical student, intern, or resident to be successful. You need to accumulate at least 80% of the total possible points for each patient while you are an attending, in order to be successful. Monitor your health status bar frequently.
- Ask for help if you need it. In most rooms, exam nurse Adams and Chief of Staff Dr. Snyder are available to answer questions. Press the COMM button on the Medomatic to call them. But if you ask too many questions, you may begin to lose points.
- Work quickly and efficiently. As a medical student or intern, you only have 20 minutes to complete each case. When you advance in rank to resident, attending, or chief of staff, you are limited to 15 minutes per case.

## TROUBLESHOOTING

### 1. Why are the videos not working?

If the video parts of the game are not working, and you are getting a large red box, you may not have installed the QuickTime for Windows version included on the CD. You must use the 16-bit QuickTime version included on the CD. To install the 4.0 version of QuickTime, go to My Computer, and double click on the CD-ROM drive icon. On the CD, double click the folder named QT4. In the folder, double click on the file p6dvwNqxi2s.exe. This will install QuickTime on your system. If this does not fix the problem, you may have a conflict between QuickTime for Windows and your video driver. Please see number 1 above to resolve the conflict.

### 2. I get an error of type-2 on my Macintosh.

If the game crashes and you get an error message saying that an error of type-2 occurred, open up the chooser in the Apple Menu, and change Apple Talk to Inactive.

## GLOSSARY

CME - Continuing Medical Education - These medical brochures are available in the Exam Room, Treatment Room and in the Library. They are your road map to perform the correct procedures for each patient.

Health Status Bar - This bar is at the top of the Medomatic and reflects your performance on the current patient.

Medomatic - This is your hand-held computer that displays the results of procedures performed in most rooms.

SOAP - Subjective, Objective, Assessment, Plan - These questions must be answered correctly to score valuable points.

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## TECHNICAL SUPPORT

Questions? We're here to help.

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