PC CD ROM

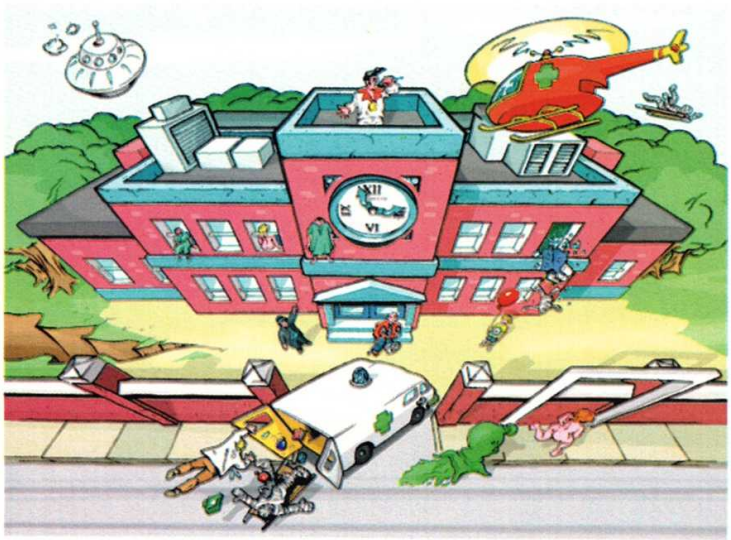
MANAGEMENT | BY BULLFROG | APRIL RELEASE | 1 PLAYER

- PRICE £XX.XX
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSIONS PLANNED
- STORAGE 1 CD
- RPUBLISHED BY - EA
TEL: 01753 549 442

Ever wanted to run your own hospital? Probably not, but then you've never seen a hospital that's like this.

theme HOSPITAL™

From the makers of *Theme Park*, comes the latest management sim with a twist. This time you're put in charge of a hospital, but here illnesses are played for laughs, and without the overwhelming smell of disinfectant! The Health Ministry of Theme World have employed you to run their hospitals. All the decisions are up to you, if you're successful, your work will be noticed, earning you a higher salary and promotion to a larger hospital. Do well enough and you'll be allowed an early retirement – badly and you'll have to start all over again. Will you become the Ministry's Dr Love, or will you be left crying "Bring out your dead"?



HIRING AND FIRING

Your first job when running the hospital is to hire some staff. Choosing from potential candidates CVs, you must pick your team of receptionists, doctors, nurses and handymen. As you progress through the game it becomes essential to find more experienced doctors, ones who are also qualified as psychiatrists and surgeons. Later there's even the opportunity to buy doctors with consultant experience, who can then train your junior doctors, increasing their skills. When selecting a member of staff, it is important to look at a few key criteria on their CVs. Most important is their personality – go for the people who are friendly and polite – also keep an eye on salary. Be warned, there are always other hospitals on the look out for new staff members, so if you don't get the best person straight away, it might be too late.

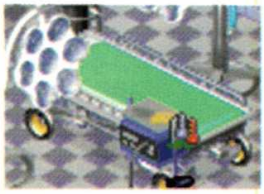
Nurses are required to operate wards and pharmacies, they are also the first to get upset if you don't build them a staff room.

Handymen have a habit of neglecting their duties, once litter starts to build up, look for your missing handymen in the staff room.

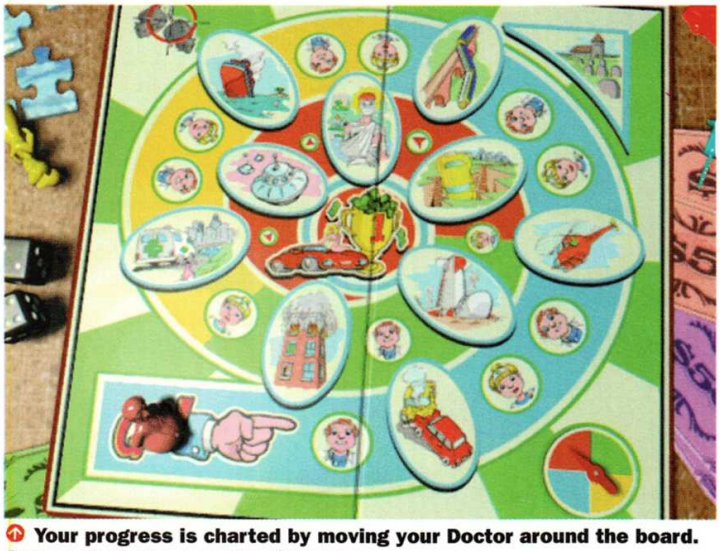
ARE YOU SITTING COMFORTABLY

Taking care of your patients is obviously the key to running a successful hospital. But it's not just their health you have to protect, there are other needs too. Providing other comforts are essential. To begin, make sure they don't have to stand around waiting to be seen, give them seats. Otherwise their health becomes worse and they start spewing everywhere. Ensure that patients are kept warm by placing radiators in all the rooms. If they get thirsty, give them access to a drinks machine. Lastly, make sure you have enough toilets! These are the basics, once the patients have been diagnosed, you have to check you have the proper facilities to treat them. If not, get building fast.

Look at that, people are sitting on the chairs, your corridor is a success!



When the Inspector is around make sure everything is very tidy.



Your progress is charted by moving your Doctor around the board. As you start at a new Hospital advance a space.

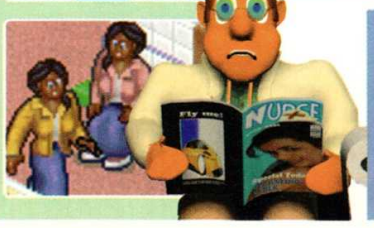
MAKE SOME ROOM

The hospital's rooms are divided into four different categories; Diagnosis, Treatment, Clinics and Facilities. All are pretty self-explanatory. To build a room first you have to agree on the blueprints. By selecting which room you want to build, you will have to make sure the room is at least the recommended size (different rooms require varying floor space), and that you can fit it within your present free spaces. Then you add doors, windows and finally place objects in the room. All rooms have a set number of objects that must be placed in the room to make it function, if you have enough space you can add additional items. When building a GP's Office you are required to include a desk, filing cabinet and chair for the patient. Extra items you can add are radiators, a bin and some plants.

Overhead projectors are cool, you can make shadows with your hands.

IN SICKNESS AND IN HEALTH

To keep things humorous, the majority of patients suffer from bizarre illnesses. With the corridors of your hospital often looking like some weird freak show. The first comedy ailment you will encounter is Bloaty Head syndrome. Patients suffer from incredibly large heads, which you can cure by building the Inflator. The Inflator simply pops the patients head like a balloon, and then pumps the head back up to normal size. Other patients may suffer from Invisibility, TV Personalities, Slack Tongue, the King (Elvis impersonators) and people who are completely covered from head-to-toe in hair. If you have the facilities to cure these patients, look closely when they are receiving their treatment as its highly amusing.



Don't worry he may be green now, but in a second he'll look just like a frog again.

REVIEWER

After what seems a development period of aeons, *Theme Hospital* finally arrives, and I'm glad to say, doesn't disappoint. I never thought that running a hospital could make such a great game. Of course, this is no ordinary hospital (oops slipped into cliche mode a bit there). While very humorous to begin with, some of the jokes do begin to wear thin. Yet this doesn't matter, because the game itself is so engrossing. The icing on the cake, has to be the attention to detail throughout the game, eg put a pool table in the staff room and it does get played, or the spot-on sound effects that emanate from the toilets. It's because of the graphics that these elements are realised, large and colourful, with lots of animation. The business/strategy element may be too simple for some, but for anyone that's played *Theme Park* and enjoyed it, this comes highly recommended.

ALEX AYMATALA

RATING

A great game that will appeal to all ages. Funny and involving. If you're a fan of Theme Park or are looking for something different, get this.