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PRINTED IN USA

Wii™

TRAUMA CENTER™ NEW BLOOD

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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PROLOGUE

Alaska--the frigid northern extremity of America. Come April, the harsh winter begins to loosen its grip on the land... The seemingly endless nights grow shorter, day by day, and the frozen wilderness starts to thaw. In the heart of this majestic setting lies a small town not far from Fairbanks, whose weary inhabitants eagerly await the arrival of spring. Montgomery Memorial Hospital watches over the town like an old man. And in this remote hospital toil two doctors who are about to be swallowed by the jaws of fate...

#2848

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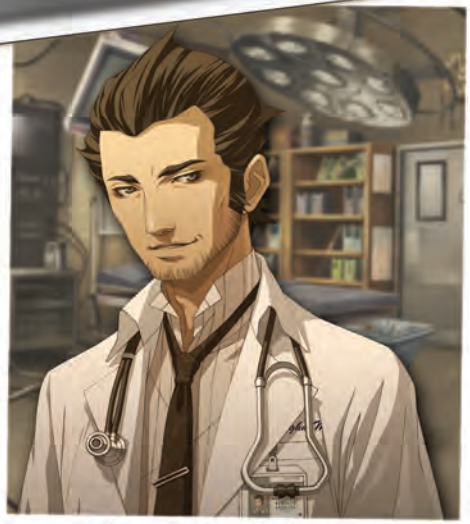
Primary Physician:



Markus Vaughn

Patient's Name:

Sex: ☐ Male ☐ Female

DOB:

Age:

BP:

Wt:

Ht:

Temp:

Pulse:

Primary Physician:

Surgeon

Name: Markus Vaughn

Age: 34

One of the game's two protagonists, he's currently a surgeon at Montgomery Memorial, a remote hospital in Alaska. Although a bit stubborn and cynical, he takes his work seriously and always has a patient's best interest in mind. He is one of a handful of surgeons who, as the result of intense concentration, can utilize an astonishing surgical technique known as the "Healing Touch."

Form R8247SW

#284

Patient's Name:

Sex: ☐ Male ☐ Fe

DOB:

Age:

BP:

Wt:

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Temp:

Pulse:

Primary Physician:

Valerie Blaylock

ent's Name:

☐ Male ☐ Female

cian:

Surgeon

Name: Valerie Blaylock

Age: 28

The other protagonist in the game. An intelligent, caring professional, Dr. Blaylock is eager to learn the Healing Touch from her colleague Dr. Vaughn, whom she followed to Montgomery Memorial. She's passionate about her work and her career, and will speak her mind when necessary.

#2847

Patie

Sex:
DOB:
Age:
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Primary P

Elena Salazar

Nurse
Name: Elena Salazar
Age: 20
A former patient of Dr. Vaughn who underwent life-saving surgery. She studied to become a nurse so that she, too, could help people. Although she is still young, she is hardworking and not afraid of a challenge.

Miles Hoover

Director-Montgomery Memorial Hospital
Name: Miles Hoover
Age: 64
The Director of Montgomery Memorial Hospital, a small facility in a remote part of Alaska first established by Dr. Alan Montgomery. As his long career in medicine winds down, his surgical skills have grown a bit rusty. However, his patience and warm character have earned him the respect of the locals.

Primary Physician:

Form R8247SW

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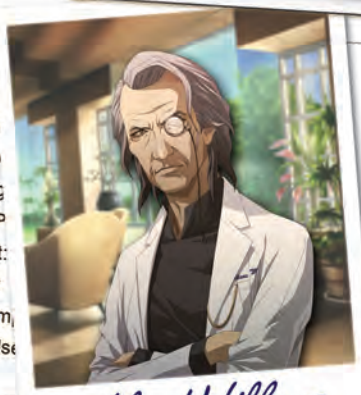


Lloyd Wilkens

Professor-Concordia Medical Institute
Name: Lloyd Wilkens
Age: 49
A professor at Concordia Medical Institute with whom Dr. Vaughn previously worked, conducting research. Even after Markus's voluntary departure, Wilkens continued with this questionable research, leading to a startling discovery that puts not only himself but also his colleagues in terrible danger.

Marcy Bloom

Nurse-Montgomery Memorial Hospital
Name: Marcy Bloom
Age: 40
The sole nurse working at Montgomery Memorial Hospital, she confidently assists Markus and Valerie in the operating room. She's easy-going, kind, and friendly, making her well liked by patients in her care.

B
W
Ht:
Tem
Puls

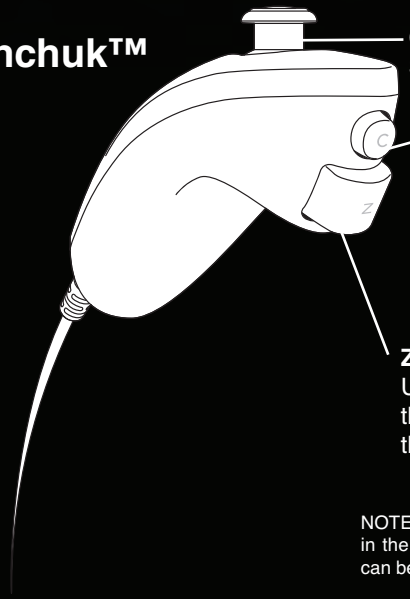
Prima

Form R824

GAME CONTROLS

Although Trauma Center: New Blood can be controlled with just the Wii Remote, Nunchuk-style play is recommended, as it generally offers a more enjoyable experience. Please note that the controls may vary at different points in the game depending on the play style chosen.

Nunchuk™



Control Stick
Select surgical instrument

C Button
Use in combination with the A or B Button to initiate the Healing Touch

Z Button
Use in combination with the A or B Button to initiate the Healing Touch

NOTE: You must reach a certain point in the story before the Healing Touch can be used.

Caution: Wrist Strap Use
Please use the wrist strap and the Wii Remote Jacket to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.
Also remember the following:
-Make sure all players put on the wrist strap properly when it is their turn.
-Do not let go of the Wii Remote during game play.
-Dry your hands if they become moist.
-Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
-Stay at least three feet from the television.

Wii Remote™

+Control Pad
-Select menu options
-When Nunchuk is disconnected: select surgical instrument

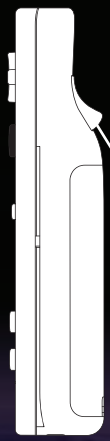
- Button
Fast-forward through dialogue scenes or operation help messages

A Button
-Use surgical instrument
-Confirm menu selection
-Progress through dialogue scenes

+ Button
Pause the game and display the Pause Menu

1 Button
When Nunchuk is disconnected: use in combination with the A or B Button to initiate the Healing Touch

2 Button
When Nunchuk is disconnected: use in combination with the A or B Button to initiate the Healing Touch



B Button
-Use surgical instrument
-Cancel
-Go back

STARTING THE GAME

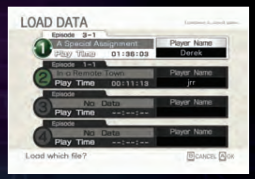
At the title screen, you will have three options.

NEW GAME

Select this option to begin a new game. You'll start at Chapter 1 and proceed through the story.

DATA LOAD

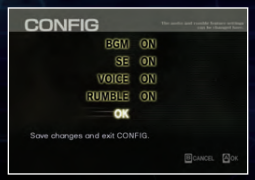
Select this option to continue a previously saved game. Just point at a save file and press the A Button to confirm your choice.



CONFIG

Select this option to adjust the game settings.

▼ Config Menu
BGM: Turn the background music on or off
SE: Turn the sound effects on or off
Voice: Turn the voices on or off
Rumble: Turn the Rumble Feature on or off
OK: Confirm the changes you've made

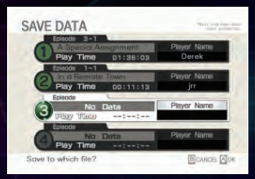


NOTE:
Changes to the settings will only be saved if "OK" is selected.

■ NEW GAME

Creating a Save File

Trauma Center: New Blood has an auto-save feature, so before you start a new game, you will be prompted to create a save file. To create a save file, 2 blocks of memory are needed. If not enough memory is available, then the auto-save feature will not function.



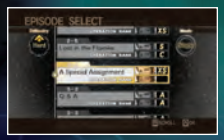
Name Entry

Here, you can enter a name consisting of up to eight letters. This will be the name displayed for any scores you post in the online rankings. Please avoid using a name that contains personal or private information.

PLAYING THE GAME

▼ Progression

<EPISODE SELECT>
On this screen, you can select which episode you'd like to play.

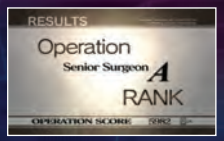


<PRE-OPERATION>
In these sequences, the story will be advanced through events and character interactions.

<CONFERENCE>
Information pertaining to the operation will be shared during the conference. You will also be able to select which doctor you'd like to operate as.
NOTE: This option may not be available for all stages.

<OPERATION>
During an operation, you'll use the Wii Remote and Nunchuk to perform the procedure.

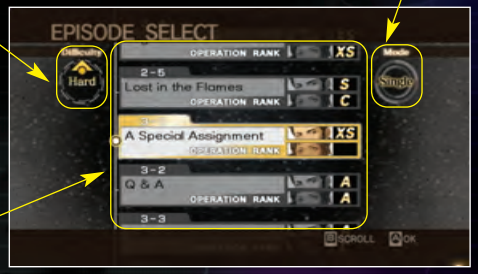
<RESULTS>
After a successful operation, the Results Screen will be displayed. Here, your performance will be evaluated and a score assigned.



<POST-OPERATION>
After the operation, the story will continue and new events may unfold.

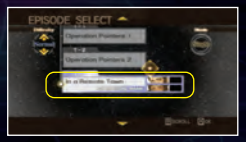
<EPISODE SELECT>
After completing an episode, you can move on to the next one.

EPISODE SELECT SCREEN



Choosing a Stage

Hold the B Button on the Wii Remote and move the Pointer up or down to scroll through the stages. The +Control Pad or Nunchuk Control Stick can also be used for this. Point to a stage you'd like to play and press the A Button to confirm your choice.



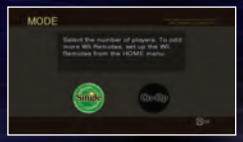
Adjusting the Difficulty Level

Point to the up or down arrow at the top left of the screen beneath "Difficulty" and press the A Button to change the setting. You can choose from "Easy," "Normal," and "Hard."
NOTE: Some stages have set difficulty levels that cannot be altered.

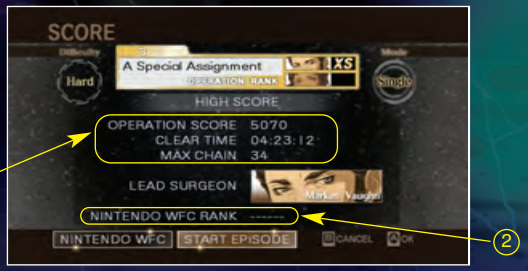
Choosing Between Single-Player Mode and Co-Op Mode

Point to the mode setting at the top right of the screen and press the A Button to display the Mode Select Screen.

On the Mode Select Screen, you can switch between Single-Player Mode and two player Co-Op Mode by using the Pointer and the A Button.



-Single: 1 player
-Co-Op: 2 players



SCORE SCREEN

By selecting a previously cleared operation, you can view your high score for that procedure. The information displayed will vary depending on whether you are playing Single-Player or Co-Op Mode.

▼ BOTH MODES

1. Score Breakdown

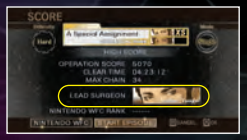
OPERATION SCORE: Highest score earned for this particular operation
CLEAR TIME: Time remaining after the operation was complete
MAX CHAIN: Number of steps completed sequentially without a mistake

2. Nintendo Wi-Fi Connection Ranking

Your ranking for the highest score you've posted via the Nintendo Wi-Fi Connection for this operation.

▼ SINGLE PLAYER MODE

LEAD SURGEON
The doctor with whom you earned your highest score for the operation.



▼ CO-OP MODE

PLAYERS
You can register up to two Miis.
NOTE: Miis saved directly on the Wii console are the only ones available for use here.

SCORE SCREEN OPTIONS

Start Episode
This option will allow you to retry an operation.

Nintendo WFC
Select this option to submit your score and update your ranking via the Nintendo Wi-Fi Connection. There are two ways to view the rankings. You can switch between them by pointing to one of the yellow arrows on the screen.

Ranking
View the 10 rankings within which your score falls.

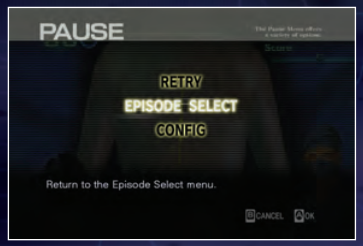
Top 10
View the top 10 scores for that particular operation.

NOTE: Your high score cannot be updated and the rankings cannot be viewed if you are not connected via the Nintendo Wi-Fi Connection.

PAUSE MENU

The Pause Menu can be displayed by hitting the + Button.

▼ During an Event or Operation

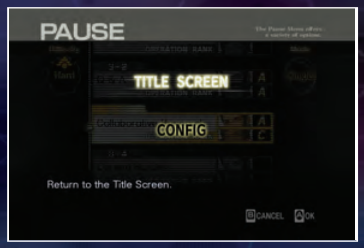


RETRY: Select this option during a procedure to restart the operation.

EPISODE SELECT: Choosing this option will return you to the Episode Select Screen.

CONFIG: Select this option to change the game settings.

▼ At the Episode Select Screen



TITLE SCREEN: Select this option to quit the game and return to the title screen.

CONFIG: Select this option to change the game settings.

OPERATION

Be sure to familiarize yourself with all aspects of the Operation Screen. You'll need a solid understanding of this information to successfully complete each procedure.

1. Special Item Tray
Any items which must be placed inside the patient will be given to you via this tray.

2. Vitals
The patient's vitals. If the number reaches 0, the patient may be in jeopardy if you don't act quickly.

3. Surgical Instruments
These are the tools available to you during the operation.

4. Message Window
At important points of a procedure, your assistant may chime in with additional instructions or a friendly reminder. By pressing the – Button, you'll be able to fast-forward through any messages. Press the – Button again to return the message speed to normal.

5. Time Limit
The time limit for the current procedure. If time runs out, you'll automatically fail the operation.

6. Score
Your current score. It will increase depending on how well you perform the operation.

7. Chain
The number of steps you've completed in a row without making a mistake.

8. Retrieval Tray
When you remove a foreign object from a patient, place it in this tray.

9. Cursor
The cursor will be displayed wherever you're pointing the Wii Remote.

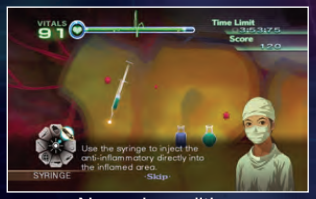
10. Operation Field
The affected area you'll operate on.

OPERATING IN CO-OP MODE

1. Player 1's Surgical Instruments
2. Player 2's Surgical Instruments
3. Player 1's Pointer
4. Player 2's Pointer
NOTE: Player 2's pointer is a different color than Player 1's.

Overusing Your Instruments
It's possible to overuse a surgical instrument, in which case the tool may become temporarily unavailable. You can check the condition of your instruments by noting the color of the corresponding icons.

▼ Instrument Status Change



Normal condition

Slight overuse

Severe overuse

Temporarily unusable

ICON TYPES AND INSTRUMENT FUNCTIONS

There are various types of surgical instruments that are available for use during an operation. The eight most common are located in a circle at the bottom left of the screen (bottom right for Player 2). The function of each instrument is described below.

▼ Selecting an Instrument

You can select a tool to use during an operation by using the Nunchuk Control Stick. The eight directions of the Control Stick correspond to the eight different surgical instruments. By tilting the Control Stick in the direction of a particular tool, you can select that instrument for use. If the Nunchuk is disconnected, the +Control Pad on the Wii Remote can be used instead. Up and Down correspond to the Antibiotic Gel and Laser; Right / Left rotate the tool cursor
clockwise / counter-clockwise.

▼ Surgical Instruments

Laser
The laser can incinerate tumors and other growths, like polyps.

Antibiotic Gel
A potent medical solution used for disinfection. It can also instantly heal smaller wounds.

Drain
A long tube for removing fluids (primarily blood) from the affected area.

Scalpel
A knife used to make incisions and excise tumors or other objects.

Sutures
Needle and thread used to suture incisions and torn tissue.

Syringe
This tool is necessary for injecting solutions and medications.

Forceps
A tool for extracting harmful materials from the body and picking up delicate objects like synthetic membranes.

Scanner
A device which uses sonic waves to reveal hidden tumors and other objects. It can also be used to magnify the surgeon's work area during a delicate procedure.

USING YOUR INSTRUMENTS

Laser

Point at the target area with the Wii Remote and press the A or B Button. The laser will focus on that point for as long as the button is held down, and you can move it to another area if there are multiple targets. But, be careful—too much exposure will damage organs. Keep an eye on the patient's condition while the laser is in use, and if a wound opens up, drain any blood and treat it with antibiotic gel immediately.

Antibiotic Gel

To use the antibiotic gel, press the A or B Button and move the Pointer across the affected area. Outside of its recommended uses, the gel may also block parasites or help to relieve hemorrhaging. If there is no immediate effect, prolonged application of gel may improve the situation, but if you use too much, you may temporarily run out.

Drain

Point at the affected area with the Wii Remote and press the A or B Button. Fluid will be drained for the length of time the button is held. Suction will halt as soon as you release the button, so make sure the fluid is completely drained before you remove the tool.

Sutures

Sutures are used to stitch incision areas and lacerations, among other things. To begin suturing, point the Wii Remote at one end of the opening and press the A or B Button. Then, move the Pointer in a zig-zag pattern across the opening, keeping the button held down until you are finished. Make sure your stitching is not too narrow or too wide. If you stray too far from the area or release the button early, then you'll have to start again.

Forceps

▼ Removing Foreign Objects

Point at the object you wish to remove with the Wii Remote, then press and hold both the A and B Buttons. With the buttons held, transfer the object to the tray at the right side of the screen. If the object is lodged in the patient's body, make sure you pull in the opposite direction. If you let go of the buttons before you get the item to the tray, you'll drop it and receive a "MISS."

▼ Placing Objects

There may be instances where you'll have to utilize the forceps to implant synthetic veins or artificial membranes into the patient. In these cases, after you've selected the forceps, the required materials will be made available on a tray at the left of the screen. First, point to the material on the tray. Then, press and hold both the A Button and B Button to pick it up. Lastly, move the material to the desired location and release one or both of the buttons.

▼ Adjusting the Angle

There will be objects such as bone fragments that must be placed at certain angles using the forceps. By twisting the Wii Remote, you can alter the angle at which you are holding these items.

Syringe

When you select this tool, one or more medicine bottles will be shown. A two-step process is required to give the patient an injection. First, you'll have to draw the medication into the syringe, and then you'll have to administer it.

▼ Drawing Medication

After you've selected the syringe, one or more medicine bottles will appear on the bottom right of the screen.

With the Wii Remote, point at the one you wish to use and press the A or B Button. Medicine will be drawn until you release the button or the syringe is full.

▼ Administering Medication

Point to the area where you'd like to administer the medicine and press the A or B Button again. The amount injected depends on how long you hold down the button. If you limit the amount you inject, you can administer medicine in multiple locations without having to refill the syringe.

Scanner

The scanner primarily functions as an ultrasound, detecting hidden tumors and other objects. However, it can also be used to enhance your view of the affected area during a delicate procedure. You can check to see if either of these functions is available during a procedure by selecting the scanner.

NOTE: In an operation where magnification is necessary, arrow icons will be displayed on all sides of the screen, indicating that scrolling is possible.

▼ Ultrasound

After selecting the scanner, a ring will appear around the cursor. The ultrasound will display a shadow beneath this ring whenever it detects an abnormality. Be sure to inspect the affected area carefully.

A shadow will only be displayed briefly as you pass the ultrasound over an abnormality. But, by pressing the A or B Button, you can lock in on the location and the shadow will be displayed for a few seconds longer.

▼ Magnification

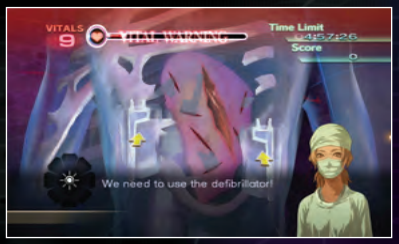
In a situation where this function is required, press and hold the B Button while moving the Wii Remote to scroll the screen in the corresponding direction.

Scalpel

This is the instrument you will probably use most often, specifically at the beginning of an operation, when you'll be making an incision. When the guideline appears, press the A or B Button and move the Pointer along the line. When you want to lift the scalpel and stop cutting, release the button. You should be careful at all times while using this instrument; a patient's vitals will drop significantly if you make an unnecessary incision.

DEFIBRILLATOR

If a patient's heart stops, you'll need to restart it by sending an electric pulse through his or her body. The defibrillator paddles will automatically appear in such a situation.



There are two steps to using the defibrillator.

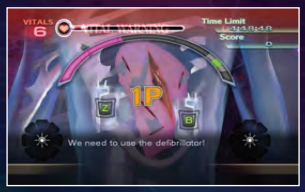
1. Place the paddles on the patient's chest.
Move the Wii Remote towards the Sensor Bar to place the paddles against the patient's chest.

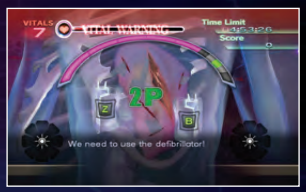
2. Send an electric shock.
Watch the voltage meter, and when it reaches the appropriate level (indicated in green and light grey), press the Z and B Buttons simultaneously (A and B Buttons if the Nunchuk is disconnected) to activate the charge.

If the charge is too weak or too strong, the patient's heart will not respond. You have a limited amount of time, so try to remain calm.

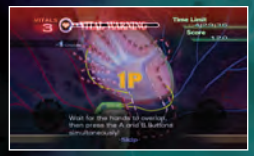
▼ Co-Op Mode

In Co-Op Mode, the two players will alternate controlling the defibrillator. Depending on the level of success the first player has, the other player may or may not have to give the patient a second jolt.





HEART MASSAGE



There will be situations when a patient's heart stops, and a defibrillator is not available. In these instances, you'll have to perform a heart massage.

Massaging a patient's heart requires careful timing: watch the outlines of the hands, and when they overlap, press the A and B Buttons simultaneously. You'll have to do this successfully a number of times to get the heart beating again.

▼ Co-Op Mode

In Co-Op Mode, the two players will take turns massaging the heart. Both players will need to do so properly in order to get the heart beating again.

ADDITIONAL TOOLS & MATERIALS

From time to time, you will need other tools and materials that are not part of your standard set of instruments and do not require the use of the forceps. These will be handed to you in a tray at the appropriate times during operations.

▼ Using Additional Tools & Materials

When a new tool or material is made available, you'll need to select it before you can use it.

Point the Wii Remote at the new tool or material on the tray, and press the A or B Button to pick it up. Then, it will be ready for use. Bandages are the most common material that fall into this category. See below for more details.

■ Bandage

After an incision has been sutured and the bleeding stopped, use a bandage to finish the procedure. First, pick up a bandage from the tray. Then, point to one end of the sutured wound. Press and hold either the A or B Button as you move the Pointer lengthwise across the wound, extending the bandage. You can control both the length of the bandage as well as the angle at which you apply it. Just release the button when you have positioned it as you like. Make sure it's not too short or too long, and try to center it over the incision area.

There are other tools and materials aside from the bandage. They're all used differently, so listen carefully to your assistant for advice on how to use them properly.

HEALING TOUCH

Markus and Valerie are both gifted with the ability to use the "Healing Touch," a special technique that can only be performed by a handful of surgeons. As you progress in the story, this ability will not only become available, but will also prove critical to your success, especially during difficult procedures. While there are some differences between the two doctors' special abilities, neither surgeon can use the Healing Touch more than once per operation.

Markus's Healing Touch-Slow Time

Slow Time: By using the Healing Touch, Markus can temporarily slow time during a procedure. This allows him to accomplish more, and can be particularly useful in situations where multiple problems must be addressed or where the patient's vitals are falling too quickly.

Valerie's Healing Touch-Anesthesia

Essentially, Valerie can prevent a patient from dying by using the Healing Touch. When she uses this technique, the patient's vitals will temporarily stabilize. This is tremendously helpful, as you can continue the procedure without having to worry about the patient's vitals plummeting. However, you cannot improve the patient's vitals during this time.

Initiating the Healing Touch

Performing this special technique is the same for both Markus and Valerie: hold the C or Z Button and the cursor will change to a star. When this happens, hold down the A or B Button and move the Wii Remote in one fluid motion in the shape of a five-point star. If you draw the star correctly, the doctor will immediately perform his or her respective Healing Touch.

NOTE: If the Nunchuk is disconnected, then use the 1 or 2 Button in place of the C or Z Button.

Duration

While the Healing Touch is in effect, a gauge will appear under the patient's vitals. This gauge indicates how long the special ability will remain active. It will automatically decrease, and when it runs out, the effects of the Healing Touch will end. At that point, you will return to normal operating conditions.

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