

Wii™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

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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 tendinitis, 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 feel 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.

	<i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i>
	Trademarks are property of their respective owners. Wii is a trademark of Nintendo. © 2006 Nintendo.
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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap 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.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

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Prologue

Welcome to Resurgam First Care

Located in Maryland, Resurgam First Care prides itself on being one of the finest emergency hospitals on the eastern coast of the United States. Resurgam serves the population with care and skill, and provides medical services of all kinds, specializing in emergency responses and trauma center situations.

Welcome to Trauma Team

Trauma Team is a subtle departure from the standard Trauma Center game experience. By moving the storyline away from a sci-fi concept and making the situations more realistic, our new focus is on the characters and the sense of accomplishment that stems from having saved a life instead of simply beating a stage. It's our intention to provide you with a medical drama more immersive and fulfilling than any you've ever experienced, and Trauma Team will deliver that experience to you.



STARTING THE GAME

PLAYING THE GAME

Starting the Game

From the title screen, you will be able to make selections by moving the pointer and confirming your selections using the A Button.

New Game

Begin a new game. You will be asked to select a difficulty level and a save file slot before the game starts. Trauma Team allows you to use up to four save slots to save your progress.

Continue

Load a saved data file to continue your progress.

Difficulty Selection

The initial difficulty you select will be used as a basis for all the operations. However, you can change the difficulty at any time on the Episode Select screen by pointing at the arrows above or below the word "Difficulty" and pressing the A Button. If an event-only scene is currently selected, the word "Event" will be shown instead.

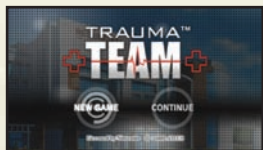
Note: The Diagnosis and Forensics portions of the game do not have variable difficulties.

Intern: For beginning players.

Resident: An intermediate difficulty that will pose a decent challenge.

Specialist: This difficulty will try even the most capable Trauma Center veteran.

**This difficulty will only become available after beating the game once.*



Episode Selection Screen

To switch between the different doctors' stories, tilt the Control Stick left/right, press Left or Right on the +Control Pad, or point at the left/right arrows and press the A Button.

To select an episode, tilt the Control Stick up/down, press up or down on the +Control Pad, or point at the up/down arrows and press the A Button.

To confirm the selection, press the A Button while not pointing at the up/down arrows. You can also select a particular episode directly by pointing at it and pressing the A Button.

To change the difficulty setting, point at the arrow symbols above/below the difficulty icon and press the A Button.

Information Screen

To start an episode from the beginning, point at START EPISODE and press the A Button.

To skip the intro cutscenes and go straight to the conference screen, point at SKIP THE OPENING SCENES and press the A Button.

To go back to the Episode Select screen, press the B Button.

Conference Screen

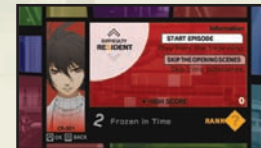
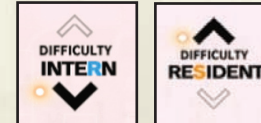
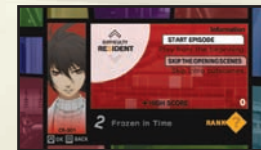
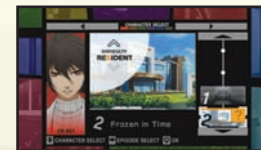
After the conference conversation, point at START OPERATION and press the A Button, or press the A and B Buttons together to start the operation.

To switch to the Play Mode screen, tilt the Control Stick left/right, press Left or Right on the +Control Pad, or point at PLAY MODE and press the A Button.

Play Mode Screen

You can select SINGLE or CO-OP by pointing at the appropriate icon and pressing the A Button. When selecting CO-OP, make sure to synchronize two Wii Remotes with the Wii console.

To switch back to the Conference screen, tilt the Control Stick left/right, press Left or Right on the +Control Pad, or point at CONFERENCE and press the A Button.



SURGERY

Surgical operations will test your skill and flexibility by presenting you with a variety of tools and injuries to heal.

CR-S01

This young surgeon was apparently involved in a biochemical attack on Cumberland University that killed several people, during which he lost his memory but not his impressive surgical skills. While serving a 250-year sentence for the atrocity he can't remember committing, he was approached by the government with an unusual offer: perform difficult surgeries in exchange for commuted sentence time. Besieged by guilt over his apparent inhumanity, he now turns his sights towards redeeming himself through helping others.

Nunchuk

Control Stick	Select tools from the Tool Palette
Z Button	Used with the B Button for the defibrillator
C Button	Not used

Wii Remote

Pointer	Aim toward where to use the selected tool
+Control Pad	Not used
A Button	Use the currently selected tool
B Button	Use the currently selected tool, also used with the Z Button for the defibrillator
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

Defibrillator – Watch the gauge that moves across the screen, and press the Z and B Buttons simultaneously to activate the defibrillator while it is in the green area.



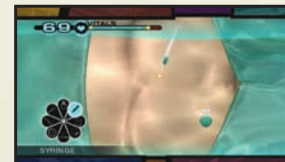
The Objective

- The goal in the Surgery portion of the game is to treat the patient's affected areas by wielding the surgical tools while keeping the patient's vitals stable. If a patient's vitals reach zero, the operation is a failure, resulting in a game over.
- The Tool Palette indicates which of the eight main tools is being used at the moment. To select a tool, tilt the Control Stick in the direction indicated by the Tool Palette. Affected areas are marked with icons showing the necessary tool for the current situation; select the displayed tool and treat the area accordingly.



Syringe

To fill the syringe, point at a medication vial and hold the A Button. To inject, point at the target while the syringe has medicine in it and hold the A Button.



Sutures

To suture a wound closed, hold the A Button and draw a zig-zag pattern over the wound. There are no guidelines to follow here, but your spacing and precision will affect the scoring.



Drain

To drain fluids, point at the target area and hold the A Button.



SURGERY

Surgical operations will test your skill and flexibility by presenting you with a variety of tools and injuries to heal.



Laser

To burn away an affected area, point at the target and press the A Button.



Ultrasound

Move the pointer to find a shadow. Once one has been found, press the A Button to maintain the shadow's visuals. In some stages, holding the B Button and moving the pointer will move the camera's position.



Scalpel

To create a laceration or cut something, hold the A Button and trace the guideline.



Forceps

To grasp an object, point at the target and hold both the A and B Buttons. To release it, let go of either button.



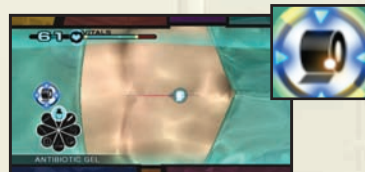
Antibiotic Gel

To apply gel, hold the A Button and move the pointer. Antibiotic gel is used to heal small wounds or disinfect an area.



Other Tools

There are other tools that will be necessary for certain situations, such as using bandages when taping up an incision at the end of an operation. These tools will be made available for your use when appropriate. To select these tools, point at the tool icon and press the A Button.



Cooperative Play



When playing cooperatively, the eight surgical tools must be distributed between the two players before the operation. Only Controller 1 can assign the tools in this way; to assign a tool, tilt the Control Stick in the direction indicated by the Tool Palette and press the A Button to switch which player will control it.

FIRST RESPONSE

Emergency response situations are much like surgery, but with a reduced toolset. However, the pressure is much greater, with multiple severely-injured patients to save simultaneously.

Dr. Maria Torres

Maria is always the first to act in any situation, but is also the first to overreact to any perceived threat. This fiery spirit serves her well as an EMT for Resurgam while distancing her from her fellow doctors. Having little patience for anybody else, Maria's always been head-strong and difficult to work with. Her drive to be so independent may be her undoing in times of need...

Nunchuk

Control Stick	Select tools from the Tool Palette
Z Button	Used with the B Button for the defibrillator
C Button	Not used

Wii Remote

Pointer	Aim toward where to use the selected tool
+Control Pad	Not used
A Button	Use the currently selected tool
B Button	Use the currently selected tool, also used with the Z Button for the defibrillator
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

Chest Compressions – Watch the timing of the onscreen indicator, and swing the Wii Remote down in time with the prompt to pound the patient's chest.



DR. TORRES

The Objective

- The goal in the first response missions is to stabilize multiple patients for transport by using the four paramedic tools at your disposal, along with a wide variety of situational tools. In most cases, more than one patient will be present; the triage tags displayed along the top of the screen indicate the conditions of the patients. The patient you are currently treating will have a larger tag. When the tag shows a green tab, the patient's vitals are relatively stable; when the tag is red, the patient is in critical condition. When a patient's vitals reach zero, that patient will die. The limit icon underneath the vitals indicates the number of patients that can be lost that operation before the rescue mission is considered a failure and the game ends.

- The Tool Palette indicates which of the four tools is being used at the moment. To select a tool, tilt the Control Stick toward the tool's icon. The affected areas are marked with guide icons; select the tool shown in the icon and treat the area accordingly.



Syringe

To fill the syringe, point at the medication vial that appears after selecting this tool and hold the A Button. To inject, point at the target while the syringe has medicine in it and hold the A Button.



Forceps

To grasp an object, point at the target and hold both the A and B Buttons. To release it, let go of either button.



Antibiotic Gel

To apply gel, hold the A Button and move the pointer. Antibiotic gel is used to heal small wounds or disinfect an area.



FIRST RESPONSE

Emergency response situations are much like surgery, but with a reduced toolset. However, the pressure is much greater, with multiple severely-injured patients to save simultaneously.



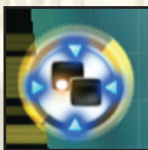
Tape

To apply tape, hold the A Button and move the pointer, then release the A Button.



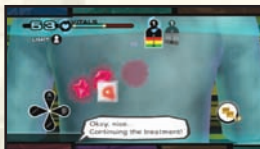
Other Tools

There are other tools that may need to be used in certain situations. These tools will be made available for your use when appropriate. To select these tools, point at the tool icon and press the A Button.



Gauze

Use gauze to absorb blood from hemorrhaging areas. To pick up and use the gauze, point at the pad on the screen and press the A Button, then point at the area to absorb and hold the A button. Each piece of gauze can only absorb a limited amount of blood; to switch to a new piece, point at the tool icon again and press the A Button.



Bandages

To apply bandages around a splint or other area, point at the circular application mark and hold the A Button, then swing the Wii Remote as if drawing a circle on the screen. The faster you circle, the faster the bandage will be applied.



Others

There are two methods of chest compression found in the First Response missions. In the first, hold your Wii Remote vertically, then swing it down in time with the on-screen prompt. In the second, hold the Wii Remote vertically, hold the A Button, and then swing the Wii Remote downwards to deliver a powerful blow that may restart the patient's heart. The on-screen prompts will show you the motions necessary to carry out these moves.



Cooperative Play

When playing cooperatively, the patients must be distributed between the two players before the operation. To assign a patient, point at a triage tag and press the A Button. The number 1 or 2 shown on the tag indicates which player the patient is assigned to.



ORTHOPEDICS

Orthopedic surgeries require steady hands and nerves of steel. Follow the onscreen prompts and use the Wii Remote to perform the required maneuvers.

Dr. Hank Freebird

A gentle giant in every sense of the word, Hank's soft-spoken demeanor belies his strong sense of duty and honor. After receiving an honorable discharge from the Army, in which he served with distinction, Hank became an orthopedic surgeon to better help the people in his community. However, even that might not be enough... Could the talk of a superhero sighted in Cumberland be idle gossip, or is there some truth to the rumors of a costumed vigilante serving the public interest in the city?

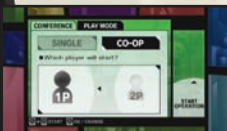
Nunchuk

Control Stick	Used for movement in certain procedures
Z Button	Not used
C Button	Not used

Wii Remote

Pointer	Aim toward where to use the current tool
+Control Pad	Not used
A Button	Use the currently selected tool
B Button	Use with the A Button to pick up bone fragments
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

Cooperative Play



When playing cooperatively, the players take turns treating the patient. When one player either completes a step or makes a mistake, the other player takes over. You can choose which player goes first in the Play Mode screen.

DR. FREEBIRD

The Objective

- As an orthopedic surgeon, you must treat the disorders of the patient's skeletal system using special tools. Precision is the key in performing the procedures one step at a time. The icons displayed at the upper-left portion of the screen indicate the number of errors (MISSes) that can be made before the operation is considered a failure and the game ends.
- Each tool is used in a completely different manner than the others; follow the in-game instructions closely.

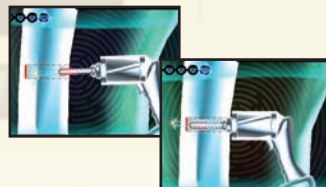
Scalpel

Point at the tip of the scalpel, then hold the A Button and trace the blue guideline with the pointer. The closer the pointer stays to the guideline, the more points you will earn. If the pointer goes outside of the boundary, it will count as a MISS. Release the A Button to temporarily halt the procedure; to resume, hold the A Button again.



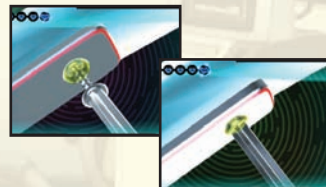
Drill

Point at the drill tip, then hold the A Button and move the pointer in the direction you want the drill to move towards. The further the pointer is from the drill, the faster the drill will move. If the drill passes the boundary, it will count as a MISS. You will earn more points for ending close to the base of the drill area, but going too far will cause a MISS. You can halt the procedure at any time by releasing the A Button.



Screwdriver

Hold the A Button to start tightening the screw. Releasing the A Button stops the operation of the screwdriver. It doesn't stop immediately, however, so take the extra tightening into consideration and release the A Button before the screw reaches the yellow guideline. If you over-tighten the screw, it will result in a MISS.



Hammer

To drive a pin in, swing the Wii Remote vertically down in a hammering motion. Hammer the pin into the bone until the red line on the pin is just above the surface of the bone. Swinging the Wii Remote harder will put more force into the hammer; the power meter on the right side of the screen shows the strength being used. The fewer swings it takes you to drive a pin in, the higher your score will be.



ENDOSCOPY

Endoscopic surgery requires you to guide a probe equipped with a suite of tools through the human body. It needs a very delicate touch and the ability to recognize the best tool for the job.

Dr. Tomoe Tachibana

This heiress to one of Japan's most powerful ninja clans grew up in the very definition of luxury, but has decided to distance herself from her family in order to learn to live "on her own" (along with her usual retinue of household staff and her personal butler, Hanzou). A strong-willed and thoughtful girl, Tomoe wields her endoscope's controls with the grace and style that her ancestors wielded their blades.

Nunchuk

Control Stick	Move the camera's viewpoint, select a tool while the Tool Palette is open
Z Button	Use the currently selected tool
C Button	Open / Close the Tool Palette

Wii Remote

Pointer	Aim toward where to shine the probe's light
+Control Pad	Down: retract the endoscope automatically
A + B Buttons	While holding both buttons, thrust the Wii Remote towards the TV to move the probe forward. Pull the Wii Remote back to move backwards. Twist the Wii Remote to change the camera's orientation.
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Open the Options menu for advanced control options
2 Button	Not used

The Objective

- In an endoscopic operation, the surgeon manipulates the endoscope to treat the patient while putting as little stress on the patient's body as possible. The surgeon's skill in controlling the endoscope is pivotal to the success of the operation. If the patient's vitals reach zero, the operation fails, resulting in a game over.

Controlling the Endoscope

Please aim the Wii Remote at the screen (keep the pointer on the screen) when performing these maneuvers.

Moving Forward

Move the Wii Remote toward the screen while holding both the A and B Buttons.



Moving Backward

Move the Wii Remote away from the screen while holding both the A and B Buttons. You can also press Down on the +Control Pad to quickly retract the endoscope on its cable.



Changing the Camera Angle

Tilt the Control Stick toward the direction you want to aim the endoscope.



Rotating the Camera

Twist the Wii Remote clockwise or counterclockwise while holding both the A and B Buttons to rotate the camera around the center of the screen.



Treatment

Once you find an affected area, you must treat it. To do so, first adjust the camera angle so the affected area is in the center of the screen, and then move close to it. When you are close enough, a blue lock-on mark will appear along with an icon indicating which tool to use (the icon will not appear if you have the tool already selected).

To select a tool, open the Tool Palette by pressing the C Button, then tilt the Control Stick in the direction indicated by the highlighted icon. Pressing the Z Button will use the selected tool. If you open the Tool Palette while the aforementioned tool icon is displayed at the affected area, the corresponding tool will be highlighted on the palette.

DR. TACHIBANA

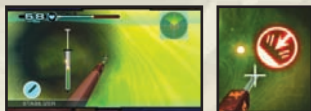
ENDOSCOPY

Endoscopic surgery requires you to guide a probe equipped with a suite of tools through the human body. It needs a very delicate touch and the ability to recognize the best tool for the job.



Stabilizer

Move close to the inner wall and hold the Z Button to inject stabilizer into the patient. If you aren't close enough to the wall, an icon will appear.



Snare

A yellow ring appears as you hold the Z Button; match the snare's angle and position with the ring. Use the Control Stick to adjust the position, and twist the Nunchuk clockwise/counterclockwise to adjust the angle. Once the snare is looped around the target, release the Z Button.



Hemostatic Forceps

Hold the Z Button to cauterize the hemorrhaging area. Cauterizing for too long will cause damage.



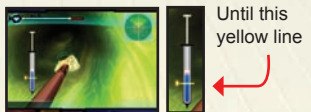
Drain

Hold the Z Button. You can use the Control Stick to make small adjustments to the position of the drain.



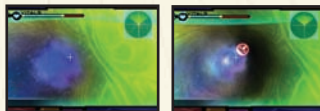
Syringe

Hold the Z Button to inject. Release the button when the meter reaches the yellow line; injecting an excessive amount of medication will cause damage.



Spray

Hold the Z Button. If you are too far from the target, or if the target is not at the center of the screen, the spray will have no effect.



Scalpel

While holding the Z Button, use the Control Stick to move the scalpel and make an incision.



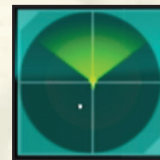
Forceps

Hold the Z Button to grasp the target, then release the button to automatically retrieve it.

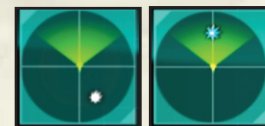


Radar

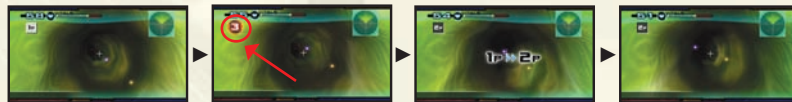
The radar on the top right corner of the screen can be used to locate nearby affected areas. The center of the radar is your current position, and the affected areas are displayed as dots. The yellow area is your cone of vision.



A white dot means you are not directly facing that affected area. First, tilt the Control Stick up/down until the white dot becomes large. Then tilt the Control Stick left/right and move the dot in your cone of vision. When the large white dot turns blue, the affected area will be in front of you. Some affected areas require you to spray the location before it becomes visible and can be treated.



When playing cooperatively, the players take turns treating the patient. When a certain amount of time elapses, the other player takes over (the player not maneuvering the endoscope will be controlling the light). The icon below the vitals indicates the player maneuvering the endoscope. The icon turns into a countdown when the switch is about to occur. You can choose which player goes first in the Play Mode screen.



Player 1 is in control

The countdown timer appears

Once the timer reaches 0, the players will switch

Player 2 is in control

DIAGNOSIS

Gather information from the patient and compare the results with the standard ranges to figure out what ailments the patient is suffering from.

Dr. Gabriel Cunningham

Dr. Cunningham long ago grew tired of being the best and brightest diagnostician at Resurgam, and while his ability to quickly and accurately identify his patients' ailments hasn't dulled a bit, his ability to care about the people he's helping is falling to an all-time low. Quick-witted and always ready with a caustic comment, Gabriel is an easy man to like, but a hard man to know. With a failed marriage and an estranged son, it seems Dr. Cunningham has little incentive to improve his personality...

Nunchuk

Control Stick	Switch between patient / standard records, scroll through menus
Z Button	Apply the stethoscope to the patient's body when making observations
C Button	Not used

Wii Remote

Pointer	Select menu options, move the cursor when checking the patient, drag symptoms into disease candidates
+Control Pad	Not used
A Button	Make selections, drag symptoms onto disease candidates
B Button	Cancel selections
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

The Objective

Your goal is to identify the patient's disease through analysis of data you will gather. You will perform a variety of exams such as asking questions and listening to the patient's chest with a stethoscope, but if you make too many wrong decisions, you will fail the diagnosis.

You will be working in three locations: Gabriel's office, the exam room, and the image analysis lab. To leave your current location, select the door to the room you are in, then point towards the room you wish to go to on the map and press the A Button.



Exam Room

The patient will be here. This is where you will be examining your patients for symptoms.

Image Analysis Lab

Here, you will have access to the patient's CT scan, X-ray, MRI, and other images.

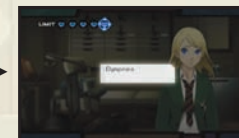
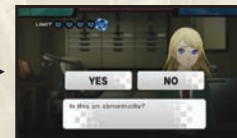
Office

You will analyze the collected data and make the diagnosis here. You can also save your progress in the middle of a diagnosis.

Exam Room

Question

Speak with the patient about their physical condition and gather information that can lead to a certain diagnosis for their illness. While the patient speaks, point at a text bubble that mentions a possible symptom and press the A Button. If this message contains information leading to a symptom, that symptom will become available for use later.

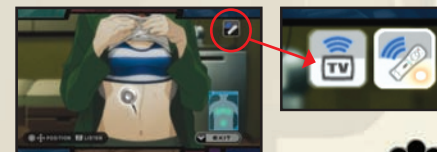


Stethoscope

Use the stethoscope and listen for any abnormal sounds being made within the patient's body. Use the Control Stick to move the stethoscope and hold the Z Button to listen.



If the Wii Remote's speaker settings are enabled, the sound will come from the Remote's speaker; you can change the sound output from the Wii Remote and your television by selecting the icon in the upper right of the screen. (If the Wii Remote is muted or at zero volume, no icon will appear and the sound will come from your television.)



DIAGNOSIS

Gather information from the patient and compare the results with the standard ranges to figure out what ailments the patient is suffering from.

While listening to the patient's body sounds, tilting the Control Stick up/down will switch between the patient's sound and a reference recording made from a healthy person. Check the patient's chest and stomach for areas that make sounds that are different from the reference recordings. The examination locations are the heart, the left and right lungs, and the intestinal area. If you believe you hear an abnormal sound, press the A Button to diagnose it. If you are correct in identifying an abnormality, you will obtain a symptom for later use.



Visual Exam

The objective here is to find symptoms by observing the patient directly. As you move the pointer over the patient, it will change into a magnifying glass. Press the A Button to zoom in on the patient. From here, point at a suspicious area on the patient's body (discolorations, bruises, twitching, etc.) and press the A Button again. If you are correct in identifying an abnormality, you will obtain a symptom for later use.



Diagnostic

The results of various tests will be displayed here. You can point at a test's name and press the A Button to see what each test is searching for. Each category has a range of numbers that is considered "normal." If the result of the test is outside this range, point at it and press the A Button to confirm it as a symptom.

Testing Name	Normal Range	Measured Level
Blood Pressure	110.0 - 140.0	112.0
Blood Analysis		
Hemoglobin	14.0 - 18.0	15.0
Hemocrit	42.0 - 48.0	43.0
WBC	5.0 - 10.0	9.0
Red Cell Count	4.00 - 5.70	4.60

Symptoms Found

You can check the details on the symptoms you've found so far.

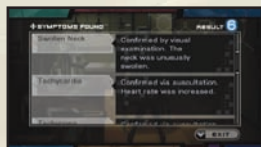
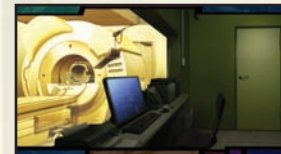
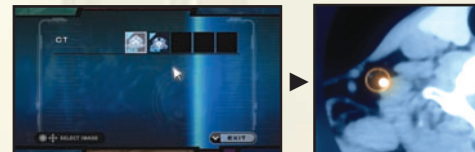


Image Analysis Lab

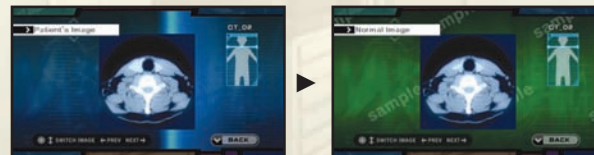
Point at the computer monitor and press the A Button to view images taken of the patient. To go back to the map screen, point at the door and press the A Button.



The images are initially displayed as thumbnails. Use the Control Stick or +Control Pad to select a thumbnail (or point at one) and press the A Button to take a closer look.



Compare the patient's image with that of a healthy person; to switch, tilt the Control Stick up/down. When you find an abnormality in the patient's image, point at it and press the A Button. If you are correct, you will obtain a symptom. Be aware that not all images will contain an abnormality.



Office

Point at RONI (the machine in the middle of the room) to make a diagnosis based on the symptoms you collected. You can consult with RONI by pointing at the TALK icon and pressing the A Button. To save your progress, point at the SAVE icon and press the A Button.



(NOTE: If the game autosaves at any point, such as after an operation, it will overwrite this save. To load this saved game, select the save file from the Load Data screen.)

On the left hand side of the diagnosis screen is a list of symptoms you have collected from the patient. The right is the list of diagnosis candidates; pointing at a candidate and pressing the A Button will display details about that disease. Read each disease's description to see if any of the symptoms described therein match any of the symptoms you have gathered. If you find a matching symptom, point to it on the symptom list and drag it into the disease description by holding the A Button to move it. If the match is correct, the corresponding details will become highlighted and the gauge below the candidate's name will partially fill. Once you have a candidate with a completely filled gauge, you can make a diagnosis.



FORENSICS

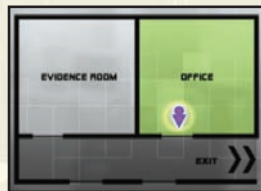
Use your keen mind for analysis along with several tools for detecting evidence to gather information about the crime. Afterwards, combine your evidence and use rational thought to create conclusive cases to determine the events behind each death.



Dr. Naomi Kimishima

Naomi's life as a master surgeon was cut short due to an irredeemable mistake she had made years before, and now she has been diagnosed with a terminal and incurable disease. Though she is unable to operate any more, she has gained a mysterious power that she uses while working at the Cumberland Institute of Forensic Medicine as a forensic examiner, quietly waiting for her own life to end. She has given up on life, and as she waits to join the ranks of corpses that she sees every day, perhaps something will give her the hope and the strength to go on...

You will be working at three locations: your office, the evidence room, and the crime scene.

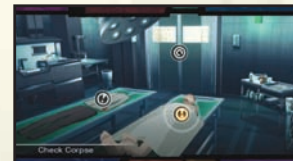


Evidence Room

Nunchuk	
Control Stick	Move / Rotate the body and personal effects
Z Button	Not used
C Button	Not used

Wii Remote	
Pointer	Point at areas of interest
+Control Pad	Down: zoom out
A Button	Zoom in on where the pointer is pointing, make selections
B Button	Back out when zoomed, cancel selections
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

In the evidence room, you will be examining corpses and the victims' personal effects. To begin investigating them, point at the body or clothing on the table and press the A Button.



The controls described above detail how to maneuver the camera to view the corpse or clothing. Press the A Button to zoom in on the pointer's current location; press the B Button or tilt the Control Stick in any direction to zoom back out. While zoomed in, point at any suspicious areas and press the A Button to investigate for potentially vital evidence.



Maneuver the camera by tilting the Control Stick



Press the A Button to zoom in



Point to a suspicious area and press the A Button to investigate

Crime Scenes

Nunchuk	
Control Stick	Move / Select tools
Z Button	Not used
C Button	Not used

Wii Remote	
Pointer	Point at areas of interest
+Control Pad	Down: zoom out
A Button	Zoom in on where the pointer is pointing, make selections
B Button	Back out when zoomed, cancel selections
+ Button	Pause the operation, open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used



FORENSICS

Use your keen mind for analysis along with several tools for detecting evidence to gather information about the crime. Afterwards, combine your evidence and use rational thought to create conclusive cases to determine the events behind each death.



Your purpose in investigating crime scenes is to locate evidence. Tilt the Control Stick left/right to move the camera, and press the A Button to zoom in at the current pointer location. When zoomed in, you can use a number of investigational tools. You start out with just the magnifying glass, but you will gain access to more as the story progresses. To select a tool, tilt the Control Stick in the direction indicated by the Tool Palette.



Magnifying Glass

Point at a suspicious area and press the A Button to examine that spot.



ALS

The ALS, or "Advanced Light Source," allows you to see things that are otherwise invisible to the naked eye. Hold the A Button to use it on a suspicious area; if something shows up, use the magnifying glass to examine it.



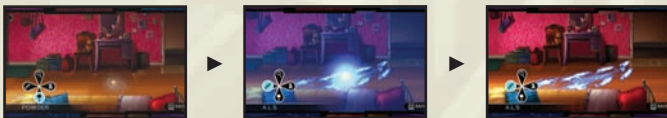
Spray

Luminol reacts with the iron in hemoglobin, causing blood spots to visibly glow. Spray the chemical on the area around the pointer by pressing the A Button, then use the ALS on the area to expose traces of blood.



Powder

Aluminum powder can be used to detect fingerprints. Press the A Button to apply it on a suspicious area, then use the ALS on the area to expose fingerprints.



Office

Naomi's office will give you access to her computer and voice recorder. You can also save your progress in the investigation by aiming the pointer at the SAVE icon and pressing the A Button.

(NOTE: If the game autosaves at any point, such as after an operation, it will overwrite this save. To load this saved game, select the save file from the Load Data screen.)

Recorder

The recorder contains voice data from recordings of accounts from witnesses in the investigation. Point at the recorder and press the A Button to access its records. Select a witness to listen to by tilting the Control Stick left/right or aiming the pointer at a witness tag at the top of the screen and pressing the A Button. After selecting a witness, point to "Listen to testimony," and press the A Button. A number of key points in the conversation will be displayed; point at one and press the A Button to hear the recording of the witness's account on that topic.



While listening to a witness's account, you can point at each text bubble that appears and press the A Button to see if it is a viable point for further inquiry. Investigating witness accounts will open up new topics of conversation and can lead to discovering new facts to be used during the investigation.





FORENSICS

Use your keen mind for analysis along with several tools for detecting evidence to gather information about the crime. Afterwards, combine your evidence and use rational thought to create conclusive cases to determine the events behind each death.



Computer

Nunchuk

Control Stick	Left/Right: Scroll through evidence cards
Z Button	Not used
C Button	Not used

Wii Remote

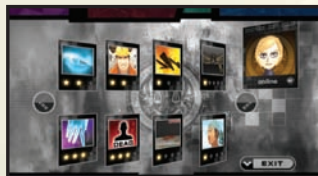
Pointer	Select items
+Control Pad	Not used
A Button	Make selections
B Button	Cancel selections
A + B Buttons	Pick up evidence cards to combine them or give them to the Agent for further analysis
+ Button	Open restart / quit menu
- Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

The information you gather are filed in the computer as hint cards. Each card has stars on it; the yellow star indicates the validity of the evidence. By making all the stars yellow through analysis and deductive reasoning, the card becomes solid evidence.

You can perform two actions on your PC: analysis and card fusion.

Analysis

Your partner and FBI agent, Little Guy, can analyze hint cards for you. Point at a card, hold the A and B Buttons together, drag the card to Little Guy's window on the upper right corner of the screen, and release the buttons. The information obtained from Little Guy's analysis will be represented as a new yellow star on the card. For some cards, Little Guy may need time to analyze; those cards will have a magnifying glass icon on them until the analysis is complete.

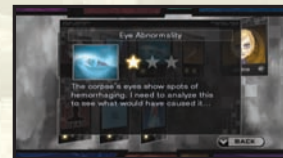


Card Fusion

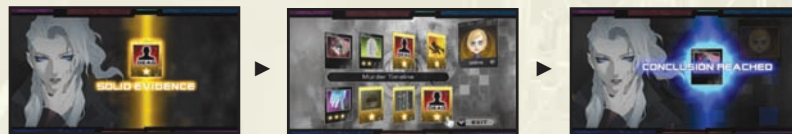
You can combine two related hint cards to form a new card. Point at a card, hold the A and B Buttons, then drag it to the other card and release the buttons. If the two cards can be fused, the cards will combine and a yellow star will be added to the resulting card.



You can view a particular card's details by pointing at it and pressing the A Button. The details may change as the investigation progresses; check your cards for potential hints about what to do next.



When all your hint cards are fully investigated and become "Solid Evidence," you will have gathered enough clues to be able to solve the case.

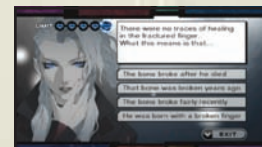


Quizzes

Throughout the investigation, you will be asked to answer quizzes. If you answer correctly, you can continue with the investigation; failing a quiz will cause you to lose one of the LIMIT icons in the upper left of the screen. The game will end if you run out of LIMIT icons.

Multiple Choice

Point at the answer you think is correct and press the A Button to select it, then point at the OK icon and press the A Button to confirm your answer.





FORENSICS

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Numbers

Use the keypad on the right side of the screen to enter a number that answers the question. When you are done, point at the OK icon and press the A Button to confirm your answer.

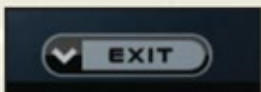


Identification

Point at the area of the picture that you think is the answer to the question and press the A Button to highlight it, then point at the OK icon and press the A Button to confirm your answer.



You can choose to answer most quizzes later if you do not know the answer. To do so, point at the EXIT icon and press the A Button. Some quizzes cannot be backed out of in this way, however.



Solving the Case

Once you have gathered enough evidence, Naomi will review the case from the beginning and attempt to answer all the questions raised during the investigation. To answer each question, select the correct evidence card by tilting the Control Stick left or right or by pressing the A Button while pointing at the arrow icons next to the cards. Select the card you think is the correct answer by pointing at it and pressing the A Button, then point at the OK icon and press the A Button to confirm your selection. Once all the questions raised during this recap have been correctly answered, the case will be solved.

