

MTR YVW2-150

TRAUMA+CENTER UNDER THE KNIFE 2



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

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NINTENDO DS™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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, such as while 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 symptoms linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or intense twitching	Loss of awareness
Altered vision	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 head down.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including mobile telephones.

- Do not operate the Nintendo DS when it is turned on repetitively while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in these locations may interfere with or cause malfunction of equipment, resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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.



Always use this seal to verify the authenticity of the product. The seal is located on the bottom of the product box.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the Screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



ESRB RATING



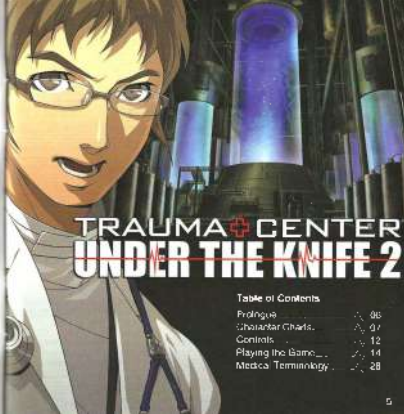
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TRAUMA+ CENTER UNDER THE KNIFE 2

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The Republic of Eastgar, Africa...

The internal warfare plaguing the people of this country for over a decade has finally come to an end. However, they continue to struggle with attacks by guerrilla militants, land mines, and refugees in need. Still, the country is slowly walking down the path toward peace...

Other countries have begun sending aid to Eastgar, helping to establish medical institutions. But, the number of doctors needed to staff those facilities has been hopelessly insufficient...

Now... A young doctor has come to Zahara, one of the many refugee camps. In these harsh lands that are ill equipped for providing medical care, he will cross paths with a legendary doctor who fought and overcame a disease that once threatened the world...

Caduceus USA

Derek Siles
Surgeon Age: 29

Since ending the threat posed by a virus called GUILT three years ago, Derek has become a world renowned doctor. He is dedicated to his employer, Caduceus and his job: saving patients. During surgery he is intense and collected, not one to crack under pressure, or to ever give up.

LIC No. 28-775-33

Caduceus USA

Angie Thompson
Nurse Age: 24

Derek's surgical assistant. She would follow Derek to the end of the earth, as she is both his anchor and his int. Though she is well-aware of his surgical prowess, she also finds herself keeping him in line with his medical responsibilities.

LIC No. 40-510-71

Characters

Camp Zakara
Republic of Costigar

Adel Tulba

Surgeon Age: 25

This young, African doctor arrives at Camp Zakara with insecurities about his qualifications and no idea what to expect from his new position. Adel works to better himself in the medical field for the sake of his country.



Lic. No: 48-47

Caduceus USA

Robert Hoffman

Exec. Director Age: 65

He was once a surgeon who also bore the gift of the Healing Touch, but he has long since retired from the surgical frontline. As the director of Caduceus USA, he is a well-respected figurehead in the field.



Lic. No: 25-742-36

Caduceus USA

Sidney Kasal

Chief Director Age: 38

Sidney's demeanor is generally very serious and business-like, almost to the point of being cold. But he is the backbone of Caduceus, and a natural leader.



Lic. No: 98-345

Caduceus USA

Victor Niguel

Head of Research Age: 20

Victor is a veritable genius, and he doesn't hesitate to let anyone know. He is brash, quick to anger, and so dedicated to his job that he often works well into the night.



Lic. No: 47-893-17

Caduceus USA

Tyler Chase

Surgeon Age: 29

Tyler is a laid-back guy who attended the same med school as Derek. Although he does his best to avoid work and often shirks his job duties, he can be depended on when it counts.



Lic No: 78-963-25

Caduceus USA

Lois Sears

Nurse Age: 29

One of Caduceus's nurses, she is almost always upbeat and jovial. Her positive attitude filters throughout the hospital, making her a popular nurse among patients.



Lic No: 18-296-66

Elysium

Heather Ross

Nurse Age: 21

Heather is a young nurse with the same international license as Angie. She works at Elysium, a medical facility that specializes in the care of those suffering from intractable diseases.



Lic No: 42-327-74

Emilio Juarez

Patient Age: 17

This young man was once a victim of terrible GUILT-related experiments at the hands of the terrorist organization Delphi. Admitted to Elysium, he is currently being taken care of by Heather Ross.



Nintendo DS Controls

While playing Trauma Center: Under the Knife 2, story dialog will appear on the upper screen, while game play takes place on the lower screen (Touch Screen). While the + Control Pad, A Button, and B Button may be used to navigate menus or further conversations, you will have to utilize the Touch Screen to play the operations. The Nintendo DS stylus is the only recommended peripheral for use on the Touch Screen.



Button Configuration

+ Control Pad	Navigate menus
A Button	Continue narration / Continue conversation
G Button	Cancel / Go back
X Button	Not used
Y Button	Not used
L Button	Select Healing Touch icon
R Button	Select Healing Touch icon
SELECT	Press once to fast forward conversation
START	Pause the game

Starting the Game

Make sure the Nintendo DS system is turned OFF before inserting Trauma Center: Under the Knife 2 into the Game Card slot. Press down until you hear a clicking sound. Once the DS is turned ON, the screen on the right will be displayed. After reading this warning, touch the Touch Screen.

Touch the Trauma Center: Under the Knife 2 panel on the DS Menu Screen. After the opening sequence, the Title Screen will appear.

If the DS is set to Auto Mode, this screenshot is unnecessary. For more details, please refer to the Nintendo DS instruction manual.

At the Title Screen you will have three options. Make your selection with the Touch Screen, or use the + Control Pad to select your choice and press the A Button to confirm.

WARNING - please don't smoke

SMOKING PLACES YOU AT RISK OF
HEART DISEASE AND CANCER.
FOR IMPROVED PERFORMANCE,
ABUSE YOUR HEALTH AND SAFETY.

THANK YOU FOR CHOOSING THIS GAME. TO START IT,
PRESS THE START/SELECT BUTTON ON THE DS.

Thank you for choosing this game.



Title Screen

New Game

Select this option to begin a new game. After selecting the game difficulty level, you'll be prompted to select which save file you would like to use. Once you make your selection, you'll start in Chapter 1 and proceed through the story.

Note: Trauma Center: Under the Knife 2 uses an Auto-Save feature. Once you select a save file, you will be unable to save to a different file without starting a new game from Chapter 1.

Load Game

Select this option to continue a previously saved game. Select a save file to load its data by touching it, or use the + Control Pad and the A Button to make a selection.

Config

Select this option to adjust the game's settings.

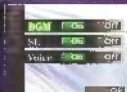
Config Menu:

BGM: Toggle the game's soundtrack on or off.

SE: Toggle the game's sound effects on or off.

Voice: Toggle the game's voices on or off.

OK: Confirm your choices and return to the main menu.



Game Progression

■ Episode Select

Select which episode you'd like to play. An episode title marked with a diagonal band indicates a stage in which you must perform an operation. You may adjust the difficulty level by touching the "Easy," "Normal," and "Hard" tabs to the left of the titles.

■ Pre-Operation

After displaying the characters' location on the map screen, these sequences progress the story through events and character interactions.

■ Briefing

The nurse responsible for assisting you in the operation will provide you with procedural information regarding the upcoming operation.

■ Operation

Use the stylus to perform the procedure. The nurse assisting you will help you by explaining what steps to take on the upper screen.

■ Results

After a successful operation, the Results Screen will be deployed. Here, your performance will be evaluated and a score assigned.

■ Post-Operation

After the operation, the story will continue and new events may unfold. Then, you will be returned to the Episode Select Screen where a new episode will be unlocked.



Pause Screen

The options available on the Pause Screen differ depending on when you pause the game. Press START to bring up this menu.



■ At The Episode Select Screen:

Save: Although Trauma Center: Under the Knife 2 uses an auto-save feature, you may save your game at any time during the Episode Select Screen by using this option.

Load: Load another save file. Any unsaved progress will be lost.

Title: Quit the game and return to the Title Screen. Any unsaved progress will be lost.

Config: Adjust the game's settings. See page 16 for a list of the available options.

Back: Return to the Episode Select Screen.

■ During a Pre-Operation Sequence or a Briefing:

Episode Select: Return to the Episode Select Screen.

Config: Adjust the game's settings. See page 16 for a list of the available options.

Back: Return to the sequence in progress.

■ During an Operation:

Retry: Start the operation over from the beginning.

Episode Select: Return to the Episode Select Screen.

Back: Return to the operation in progress.

Operation – Upper Screen

In order to successfully complete each procedure, it will be important to familiarize yourself with the format of the Operation Screen.



- 1** Stage Score: Your current score. It will increase depending on how well you perform the operation.
- 2** Chain / Max: The first number represents the number of steps you've completed in a row without making a mistake. The second number is the highest chain you've achieved thus far.
- 3** Time Limit: The time remaining for the current procedure. If this runs out, you will fail the operation.
- 4** Message Window: At important points of a procedure, your assistant may chime in with additional instructions or a friendly reminder. Sometimes, the operation may be halted while the assistant describes a procedure in detail.

Operation – Touch Screen

The operations are conducted by using the instruments called for in a given situation. Below is a description of what the information displayed means.



- 1** Indicates the patient's vitals. If this number drops to 0, the game will end.
- 2** Special items that must be placed inside the patient will be given to you via this tray. It may not be visible until the tool used to carry the object is selected.
- 3** Surgical instruments. Each tool has a different purpose. Select the appropriate instrument by touching it.
- 4** Operation field. This is where the operation takes place. Treat the affected areas through the use of the surgical instruments.
- 5** Call button: When this button appears, your assistant has some valuable advice for you. (says "Touch!" in game)
- 6** Relieved tray: When you remove a foreign object from a patient, place it in this tray.

Overusing your instruments: Overuse of a surgical instrument may make the tool become temporarily unavailable. As a tool is used, its icon's color will darken until it turns red, indicating it's unavailable. When it is ready again, the color will return to normal.

Surgical Instruments

The operation you perform will require you to use a wide variety of tools, medications, and other special items in order to succeed. The right most navigation instruments are located in the boxes on the left and right sides of the Touch Screen.



Laser

The laser incinerates 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 used for removing fluid or blood from the affected area.



Forceps

Used to extract harmful objects from the operation field or to place delicate objects such as synthetic membranes.



Scanner

A device that uses ultrasonic waves to reveal hidden tumors and other objects. It can also be used to still the view of the operation field.



Scalpel

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



Sutures

Needle and thread used to suture incisions and torn tissue.



Syringe

Used to inject solutions or medications. When selected, all vials available for use will appear in the bottom right.

Using Your Instruments

Laser

The laser is applied to wherever you touch the Touch Screen. It will continue for as long as you touch the area, but be careful - too much exposure will damage organs. If it causes a wound to open up, drain any blood and treat it with antibiotic gel immediately.



Antibiotic Gel

Apply gel by touching the affected area and moving the pointer to the areas you'd like to use it. It has many purposes, including the ability to relieve hemorrhaging and provide a small vital boost.



Drain

Selecting the drain will cause a long tube to appear upon touching the screen. Touch the area where the fluid is that you would like to drain, and slide the stylus upward, drawing the fluid up the tube. Keep the stylus pushed against the screen until all the fluid or blood is removed from the affected area.



Forceps

To extract a foreign object from the patient's body, select the forceps and touch the object. Slide the object toward the retrieval tray that appears on the right side of the screen without lifting the stylus. Once it is over the tray, you may lift the stylus to successfully extract the object. Note that some objects may be lodged into a patient and must be extracted in the direction it entered the body, and then placed on the retrieval tray. If you lift the stylus without carrying the object all the way to the tray, or attempt to remove a lodged object in the wrong direction, the patient will suffer damage and the object will reset itself back to where it began.

You may also be asked to place an object in the patient. Carry the object from the special items tray without removing the stylus from the Touch Screen until it is over the correct location.



Scalpel

The scalpel is used to make the initial incision, as well as to excise tumors or expose other problem areas. When the scalpel is called for, a guideline will appear indicating the area needing to be incised. Trace this guideline with the scalpel without removing the stylus from the Touch Screen. If the stylus is lifted before the incision is made, or you stray too far from the guideline, you will miss, and the patient's vital's will drop.



Sutures

Sutures are used to stitch incision areas as well as lacerations. Start at one end of the opening and without lifting the stylus, draw a zigzag pattern along it as if you were sewing up a wound. If you stray too far from the area or if the stylus begins covering the wound in its entirety, the suture will fail. Try not to draw the zigzag too narrow or too wide.



Scanner

The scanner primarily functions as an ultrasound which can be used to detect hidden tumors or other visible objects. However, it can also be used to view other areas of the operating field.

To use as an ultrasound: Select the scanner and touch the area on the screen you would like to scan for abnormalities. If one is present, the shadow of the abnormality will become visible, but only for a short time. You will have to switch to the pointer tool to continue the procedure while this shadow is visible. If too much time passes, the shadow will disappear and you will have to use the ultrasound to make it visible again.



To use as a magnification tool: Not all operations will require you to expand your view of the operation field. In operations where switching areas is necessary, selecting the scanner will reveal arrows on each side of the tool. In the form, the tool can still be used as an ultrasound by pressing once on the Touch Screen. However, to see additional affected areas, hold the stylus down and slide it in the direction you wish to view.



Syringe

When you select this tool, one or more medicine bottles will appear at the bottom of the screen. A two-step process is required to give the patient an injection. First, you have to draw the medication into the syringe, and then it must be administered.

Drawing medication: After selecting the syringe, place the stylus over the appropriate medicine bottle and slide it upward, as though drawing the medication into the syringe. You may draw medicine in this fashion until the syringe is full.



Administering medication: Place the stylus at the location where you would like to inject the medicine. As long as you hold the stylus against the screen, the medicine will continue to be injected until the syringe is empty. If you lift the stylus before the syringe is empty, you will be able to administer the medicine to another point with whatever remains inside the syringe.



Bandage

At the end of the operation, the final step will be to bandage the sutured incision. After applying the antibiotic gel to arrest the bleeding, select the bandage that appears in the lower right hex. With the bandage selected, place the stylus on one side of the incision and slide it in the direction of the incision to the other side. Lift the stylus to apply the bandage. Make sure it is not too short or too long, and that it is centered over the incision.



Fibrillation

Some patients may undergo cardiac arrest. During fibrillation, the vital bar will turn red, and the EKG line will begin to shake erratically. The procedure has to come to a complete stop until the heart either resumes its normal pattern or stops beating. If the patient's heart stops, there are two methods that the doctor may employ to resuscitate them.

The Defibrillator

If a patient undergoes cardiac arrest under normal circumstances, the defibrillator will automatically appear. No tool has to be selected. There are two steps to using the defibrillator:

1. Place the stylus on one of the paddles and slide it toward the center of the patient. The other paddle will automatically follow.



2. Once the paddles are set, the voltage meter will appear. Place the stylus on the Touch Screen. When the meter reaches the appropriate level, (designated by a small green section on the meter) lift the stylus from the screen. If the charge is too weak or too strong, the patient's heart may not respond.



Heart Massage

If the defibrillator is unavailable or cannot be used, you'll have to massage the heart. Watch the outlines of the rings, and when they overlap, press the Touch Screen in the center of the rings with the stylus. You'll have to do this vigorously a number of times.

The Healing Touch

As the story progresses, Derek Stiles' extraordinary power, the Healing Touch, will become available to you. Invoking the Healing Touch will slow down time, allowing you to accomplish more in a shorter period of time and making situations that may have previously seemed very dire more manageable. It can only be used once per operation, though, so don't use it frivolously.

Invoking the Healing Touch:

When the Healing Touch becomes available, a star icon will appear in the bottom left box. Use the stylus to touch the Healing Touch icon, or press the L or R Button, and then draw a star on the Touch Screen quickly and accurately over the operation field. If successful, a special gauge will appear below the patient's stats, indicating that the power is in effect. When the gauge depletes, the power will end, and you will return to normal operating conditions.

Note: Some operations may require you to implement the Healing Touch in order to progress.



The Results Screen and Game Over

When an operation is completed, the Results Screen will appear before the story continues. If the operation ends due to exceeding the time limit or allowing the patient's vital to drop to zero, it will be game over, and the Results Screen will not be displayed. You will have the opportunity to restart the operation from the beginning or to return to the Episode Select Screen.

The Results Screen Confirms your Score and Rank:

In the Results Screen, your Stage Score, Your Bonus, and Time Bonus points will be added to create a combined total score. Special Bonus points are then awarded for completing the operation while meeting certain objectives. The total score for the operation is then added up, and you are assigned a letter grade representative of this score.

How Stage Score is calculated:

MISS: Correct your mistake

OK: Continue the operation

Score Breakdown

High	Cool
	Good
Low	Bad

The results of operations that are successfully completed can be viewed on the Episode Select Screen. The upper screen displays your current high score, and the letter rank you achieved is displayed next to the name of the episode on the Touch Screen.



Terminology

Knowing the following terms may help you understand situations and concepts presented in *Trouble Center: Under the Knife 2*. Please note, however, that these definitions should under no circumstances be referred to as an authority on medical procedures or practices.

Autotransplantation

Often abbreviated as "autografting." This is the process of taking skin from a healthy area of the body in order to repair an area that has been burned or otherwise damaged.

Caduceus

An international medical organization that studies and treats intractable diseases. It has many international branches, as well as several across the United States. The game's protagonist, Derek Sims, is an employee of one such branch.

Cholelithiasis

The presence of gallstones in the gallbladder.

CT (Computed Tomography) Scan

A medical imaging method that generates a three-dimensional image from a series of two-dimensional x-rays.

Department of Health and Human Services

A US Government organization dedicated to providing high quality health care at low cost and with minimal hassle, through a variety of services and programs. In *Trouble Center*, it is headed by Secretary James Pierce.

Enteritis

An infection that causes the small intestine to become inflamed. It is often a food-borne illness.

GIST (Gastrointestinal stromal tumor)

A type of tumor found in the gastrointestinal tract.

GUILT (Gangliated Urotoxin Immuno Latency Toxin)

A man-made virus engineered by the terrorist group, Urophi. Their plans to use it for bioterrorism were thwarted by the international organization, Caduceus, three years ago.

Hemorrhage

The medical term for bleeding.

Laceration

The medical term for a wound in which the skin is torn, cut, or punctured.

Pericardium

The double-walled sac that contains the heart.

Polyp

Any kind of abnormal growth of tissue on a membrane. They may also be classified as tumors.

Vitals

A combined reading of a patient's blood pressure, pulse, and other life signs. It indicates whether or not the patient is still alive. In this game, it is displayed as a number ranging from 0 to 99.

Zoonosis

A disease that can be transmitted from animals to humans.


[illegible]


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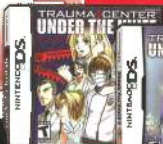


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