

Wii™



HYSTERIA HOSPITAL

EMERGENCY WARD



INSTRUCTION BOOKLET
MODE D'EMPLOI

OXYGEN
games

CONTROLS

Basic Operation	
A Button	Confirm / Select an option
HOME Button	Display the HOME Menu
In-game	
Point the Wii Remote at Patient on the screen and move the Wii Remote while holding down A Button. Release the A Button to drop Patient.	Pick-up and drop Patient
Up on +Control Pad	Go up one floor in Hospital
Down on +Control Pad	Go down one floor in Hospital
Point the Wii Remote at specific place on the screen and press A Button	Assign task to Nurse
B Button	Cancel all tasks assigned to Nurse

MAIN SCREEN

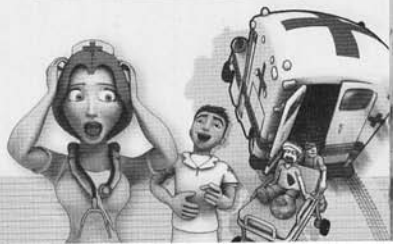


Play (Story) Mode

- | | |
|---|-------------------|
| 1. Money | |
| 2. Patients Treated / Patients to Treat | |
| 3. Current Level | 4. Pharmacy |
| 5. Ambulance | 6. Nurse |
| 7. Laundry | 8. Patient |
| 9. Patient's Status | 10. Elevator |
| 11. Timer | 12. Current Floor |
| 13. Menu | 14. Triage Dept. |

Endless Mode

- | | |
|---|---------------------|
| 1. Money | |
| 2. Patients Treated / Patients to Treat | |
| 3. Unhappy Patients Counter | |
| 4. Pharmacy | 5. Ambulance |
| 6. Nurse | 7. Laundry |
| 8. Patient | 9. Patient's Status |
| 10. Elevator | 11. Current Floor |
| 12. Menu | 13. Triage Dept. |



GAME MODES

Play (Story)

Seven hospitals each with nine progressively harder levels to complete. This mode is played against the clock with a minimum number of patients to treat and earnings to achieve per level.

Endless

Three levels of difficulty to choose from and if nine patients walk away unhappy you will forfeit the game. Each time a patient walks away, a star will clear from the Unhappy Patients Counter.

GAMEPLAY

The gameplay is driven by two main actions, moving the patients between departments (and the ward) and controlling the nurse. The nurse is the central figure and ultimately key to keeping everything running smoothly in the hospital. Responsibilities include organising and administering prescriptions, operating machines, treating specific ailments...oh and cleaning!

First port of call for all waiting patients is the Triage Doctor. For the diagnosis to take place, simply drag and drop the patient, using the Wii Remote, into the Triage department. After the examination, an icon indicating where the patient has to go next will appear above the patient and you will need to direct the patient to the correct place. If the patient cannot be treated at the hospital use the ambulance or helicopter to send them to another hospital. All patients are given a prescription and this is collected from the Pharmacy by the Nurse. The health indicator above each patient will start to deteriorate as they wait for treatment and if the indicator empties the patient will leave the hospital. The health indicator will increase as the prescribed treatment is being administered. Once the patient is feeling well again, they will leave the hospital and the cost for their stay and treatment will be covered by their medical insurance. Medical insurance will only be paid out if the proposed treatment has been completed.

After each level it is possible to buy and sell medical equipment and adjust three management parameters: Maintenance - reduces the risk of equipment malfunctioning, Salaries - increases medical staff efficiency (faster treatments) and Pharmacy - increases the speed of the pharmacist.

