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NINTENDO DS™

ELECTROPLANKTON™



Created by Toshio Iwai

INSTRUCTION BOOKLET

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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 symptom 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 muscle 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 need sleep.
  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 cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker 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 those locations may interfere with or cause malfunctions of equipment, with 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.

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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.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit **www.nintendo.com/community**.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

EVERYONE
E
CONTENT RATED BY ESRB

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A Strange, Electronic Sea Awaits You...

In this sea, you'll encounter ten unique species of tiny Electroplankton that respond to your touch and voice to create unforgettable sounds and melodies.

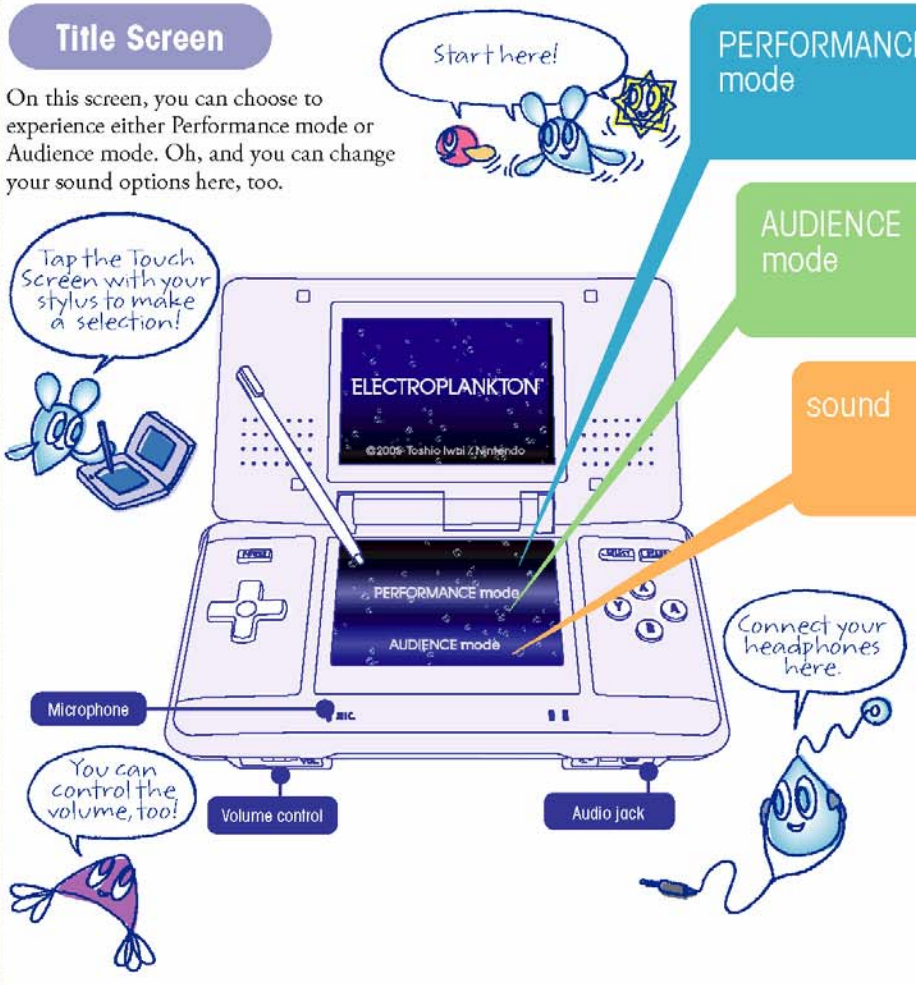
Interacting with this wide and wild variety of Electroplankton is as simple as sliding your stylus across the Touch Screen. Toy with Tracy plankton, and listen to their music as they swim along the lines you draw. Clap your hands or use your voice to lead a microscopic synchronized swimming team of Nanocarp. There are ten fascinating plankton to play with in all!

The latest work by world-renowned Japanese media artist Toshio Iwai, Electroplankton bursts to life exclusively on the Nintendo DS. A new interactive music and media experience awaits you—watch it, touch it, listen to it…and feel it.

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Title Screen

On this screen, you can choose to experience either Performance mode or Audience mode. Oh, and you can change your sound options here, too.



PERFORMANCE mode

Tap here to go to Performance mode! You can also press A to get there. When you arrive, you'll end up at the selection screen where you'll choose the plankton you want to play with using your stylus and the microphone.

AUDIENCE mode

Tap here to go to Audience mode! In this mode, the plankton will perform for you! You never know what plankton awaits you.

sound

Tap here to adjust your sound settings. You can also do this by pressing SELECT. You can choose to listen through headphones or on the speakers on your Nintendo DS.

sound: SPEAKERS

Choose this option when you want to listen through the speakers on your Nintendo DS.



sound: HEADPHONES

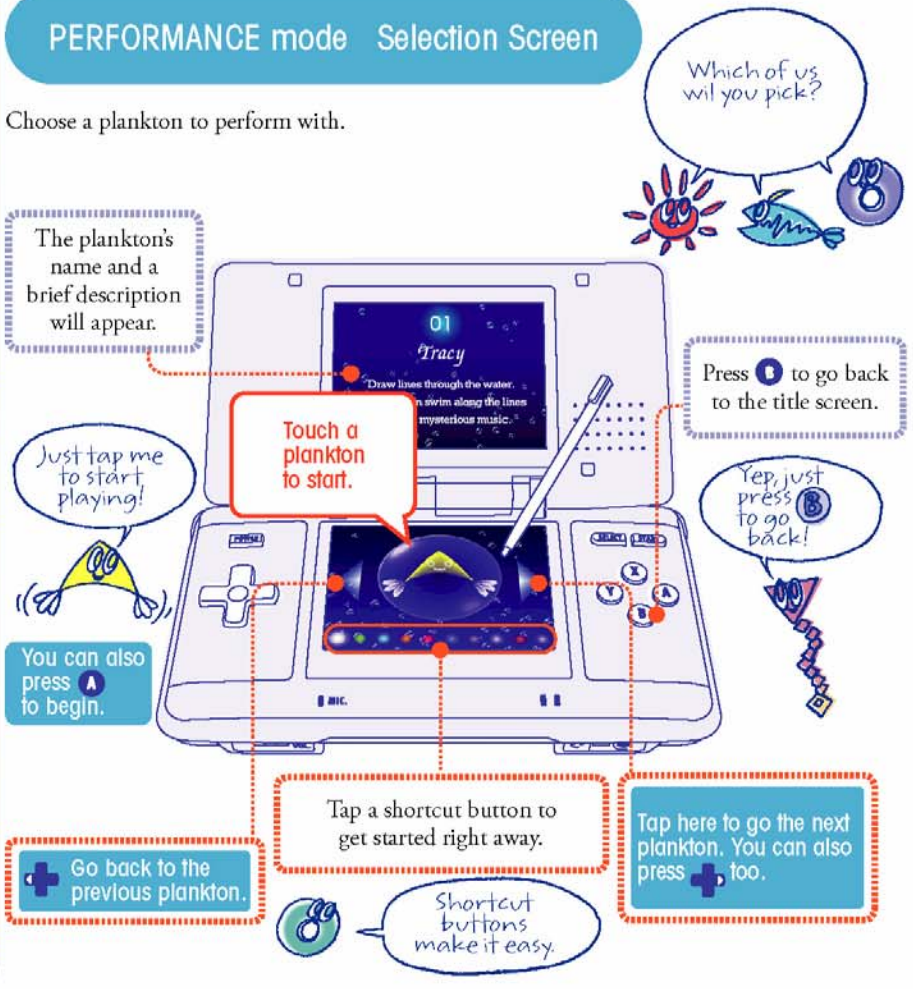
Choose this option when you want to use headphones.



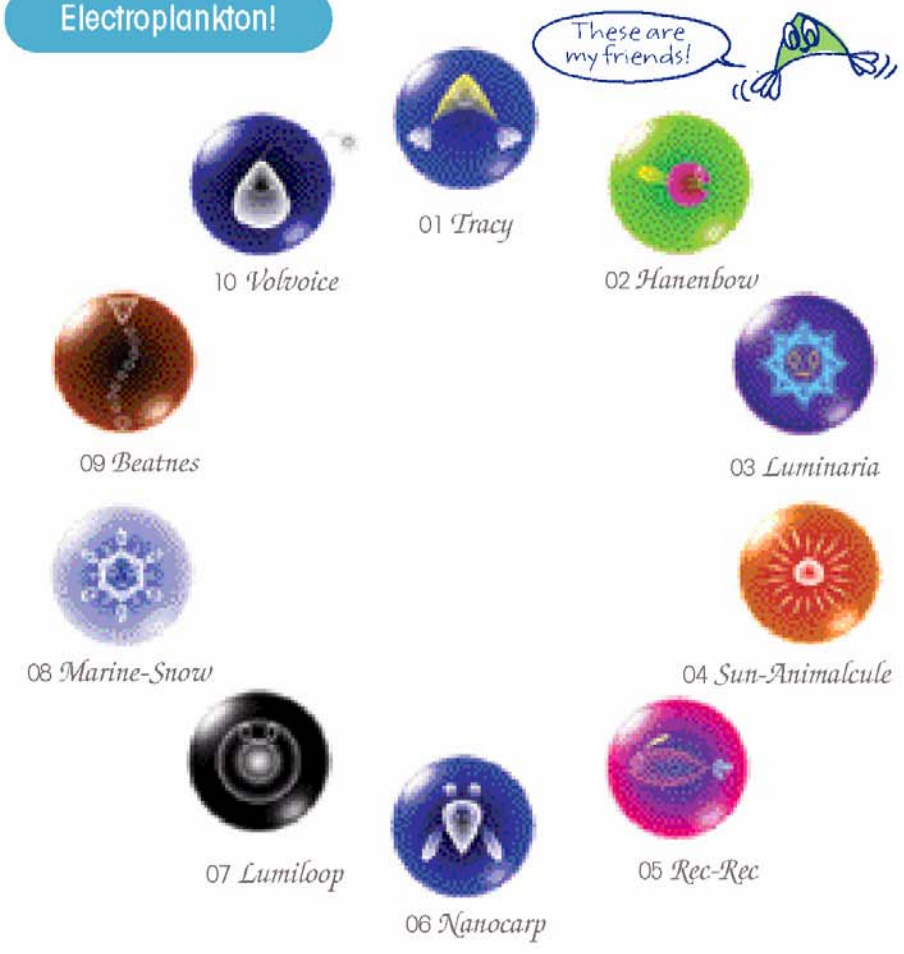
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PERFORMANCE mode Selection Screen

Choose a plankton to perform with.



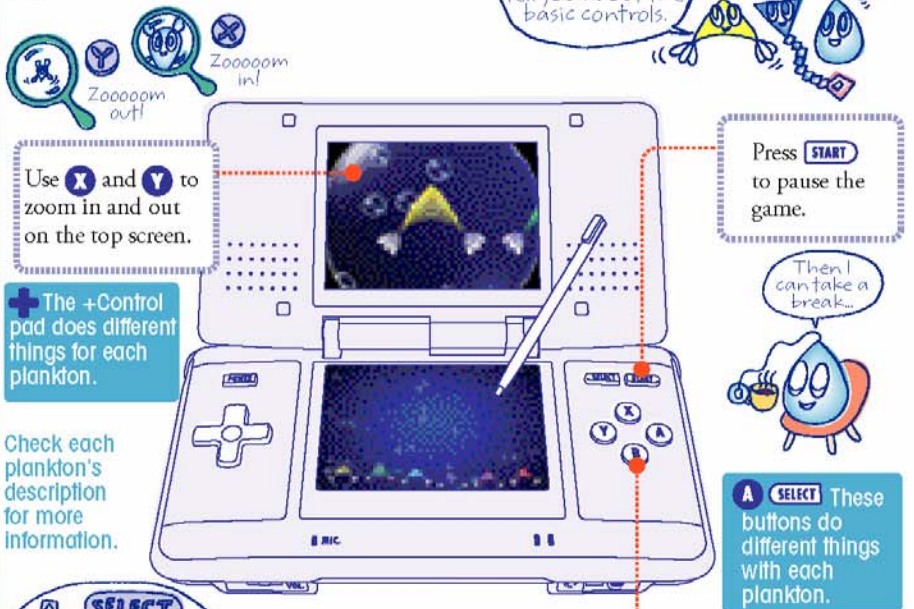
Electroplankton!



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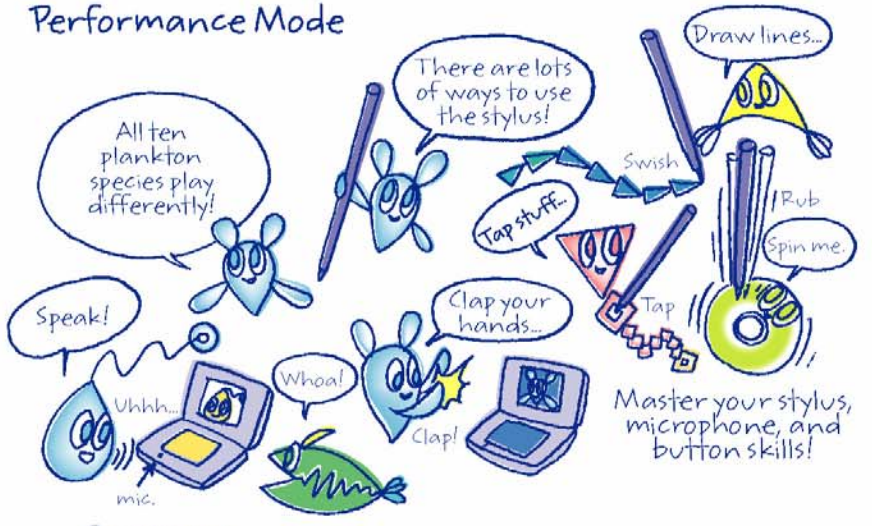
PERFORMANCE mode Play Screen

Use the stylus and the microphone to play with the plankton!



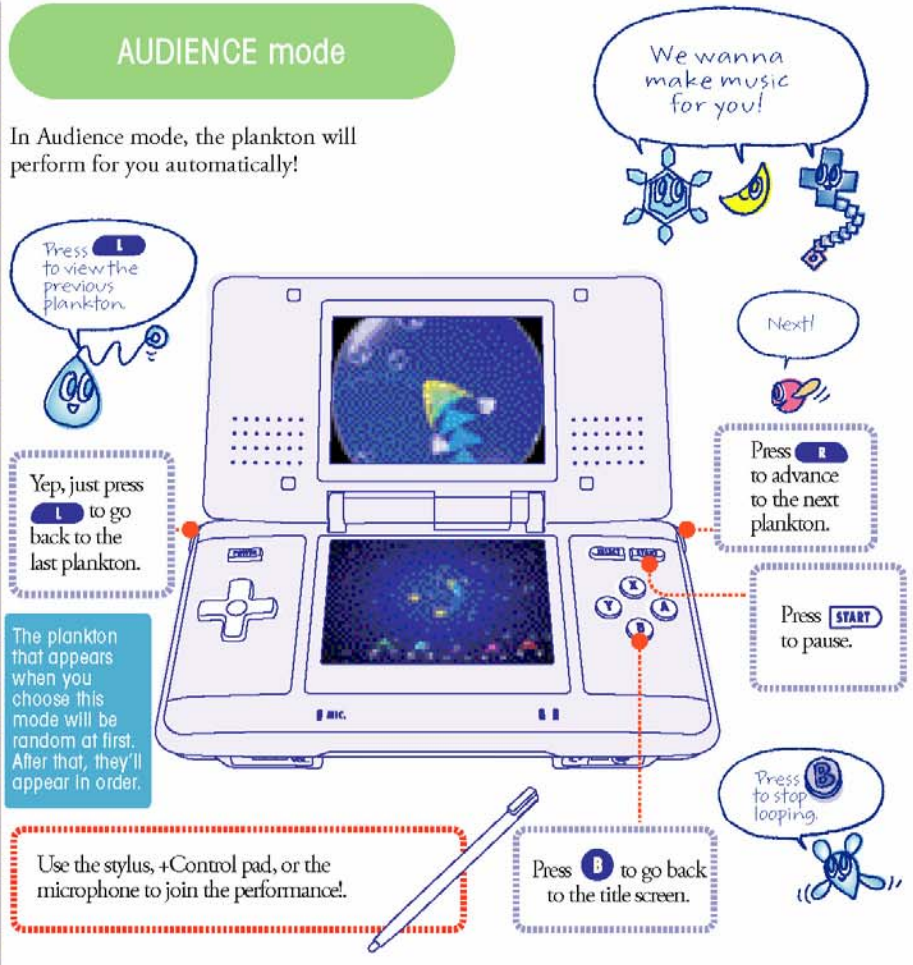


Performance Mode

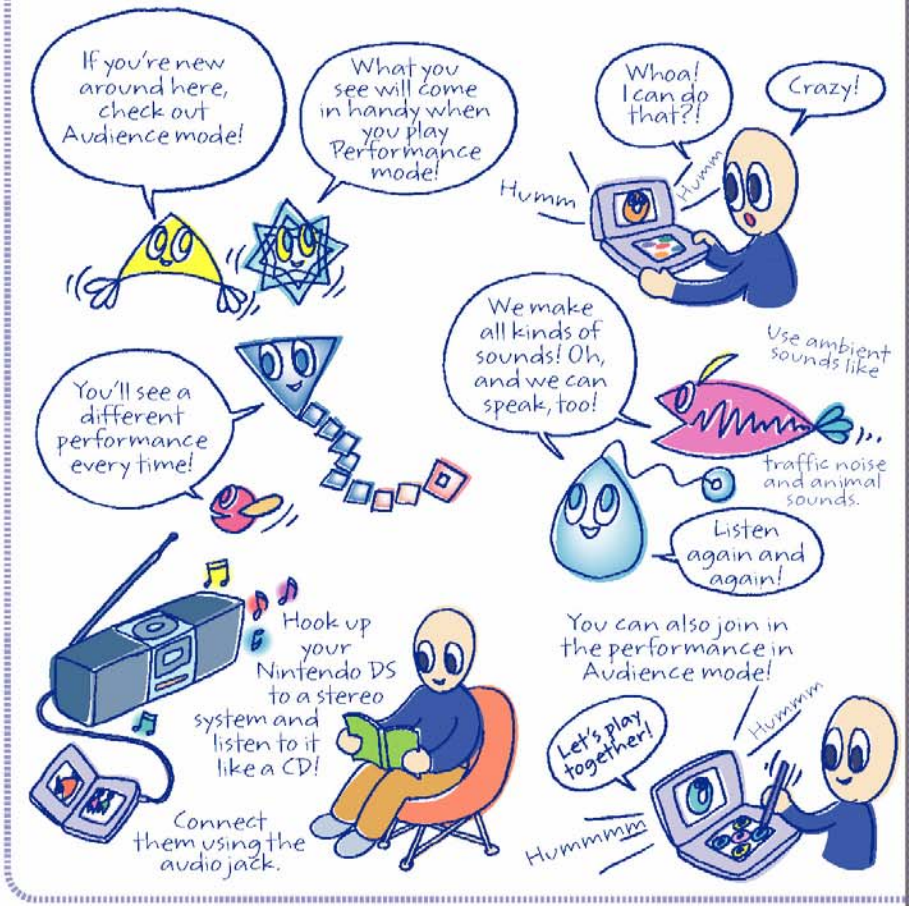


AUDIENCE mode

In Audience mode, the plankton will perform for you automatically!



Audience mode



01

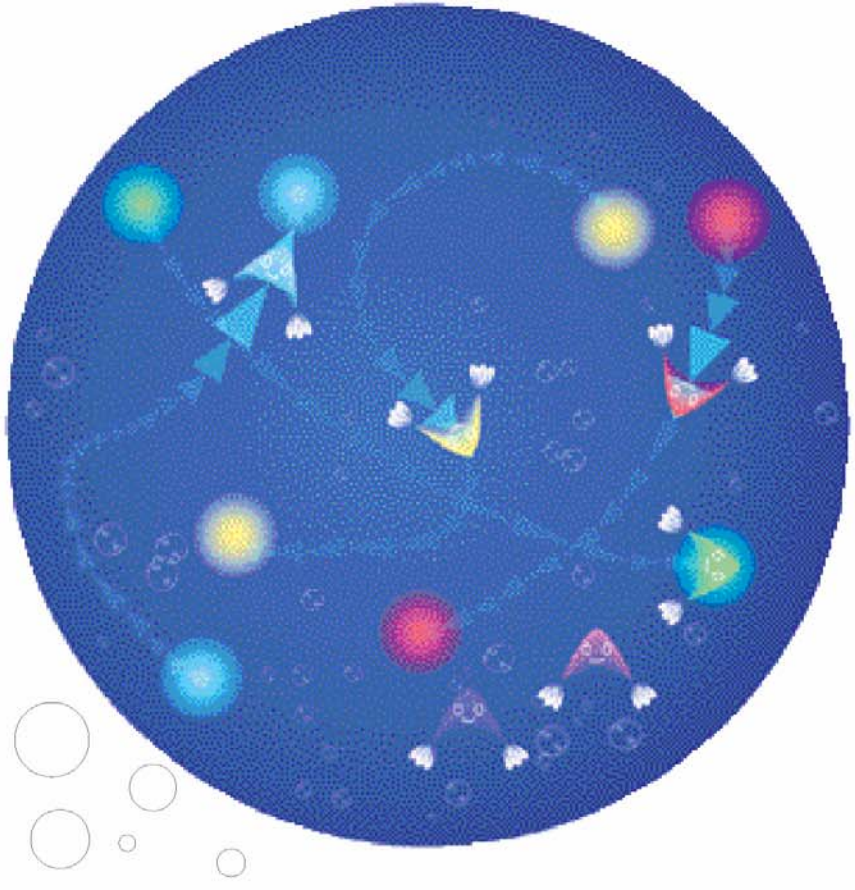
Tracy



Trace lines through the water. The plankton swim along the lines to create mysterious music.

Tracy

Tracy plankton make sounds as they swim over graceful lines made up of linked triangles. The creature's name comes from the fact that they follow the lines you trace along the water. There are six types of Tracy in all, each with a unique color and sound. All Tracy plankton produce different tones depending on the direction they swim. They produce the lowest-pitched sounds when they swim to the right and produce higher-pitched sounds as their path veers to the left.



Play with Tracy!

Draw lines with your stylus!

Straight line

We play different sounds...

Curved line

Diagonal lines in different directions.

Draw a circle.

Waahooo!

Try drawing circles counter clockwise, or try drawing circles of various sizes.

Nice line!

Whoosh!

A ruler is a great way to draw perfect lines.

How will the sound change?

Use a drawing tool to draw nice shapes and lines!

OK!

Blip

Nice...

Touch a Tracy that's sitting still to draw a line from it.

Weeee!

Tap the ball to erase the line. Press SELECT to erase them all at once.

Nice 'n slow...

Control Pad

Here I go!

Slow down

Go faster

A Back to the original speed.

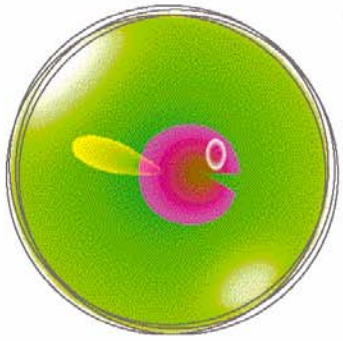
Round and round!

Whoa!

Draw a large circle and listen to it through your headphones. The sound will circle around your head!

02

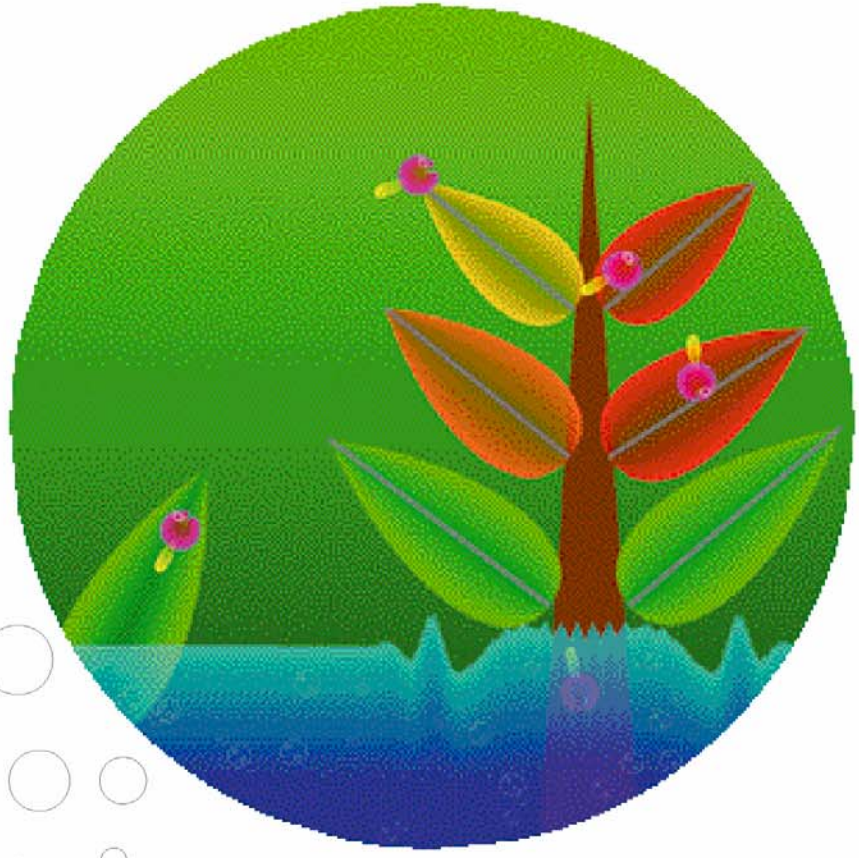
Hanenbow



The plankton launch toward the leaves. They make noise as they bounce. Toy with the angles of the leaves.

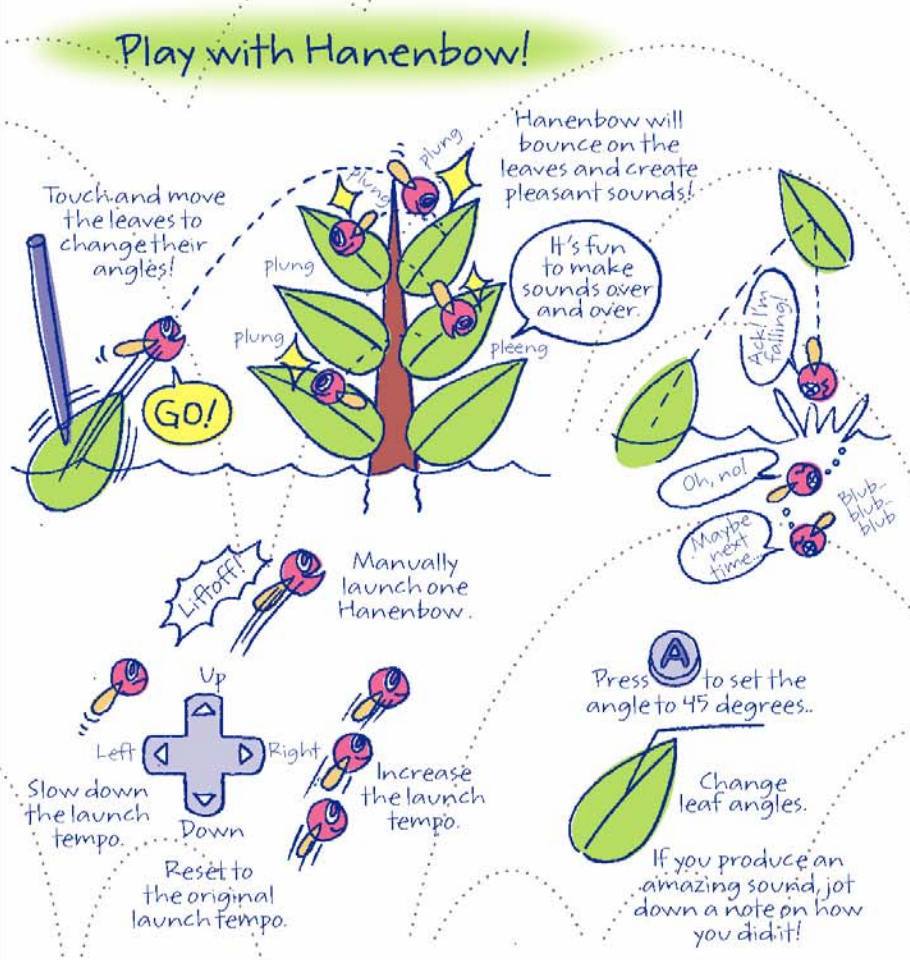
Hanenbow

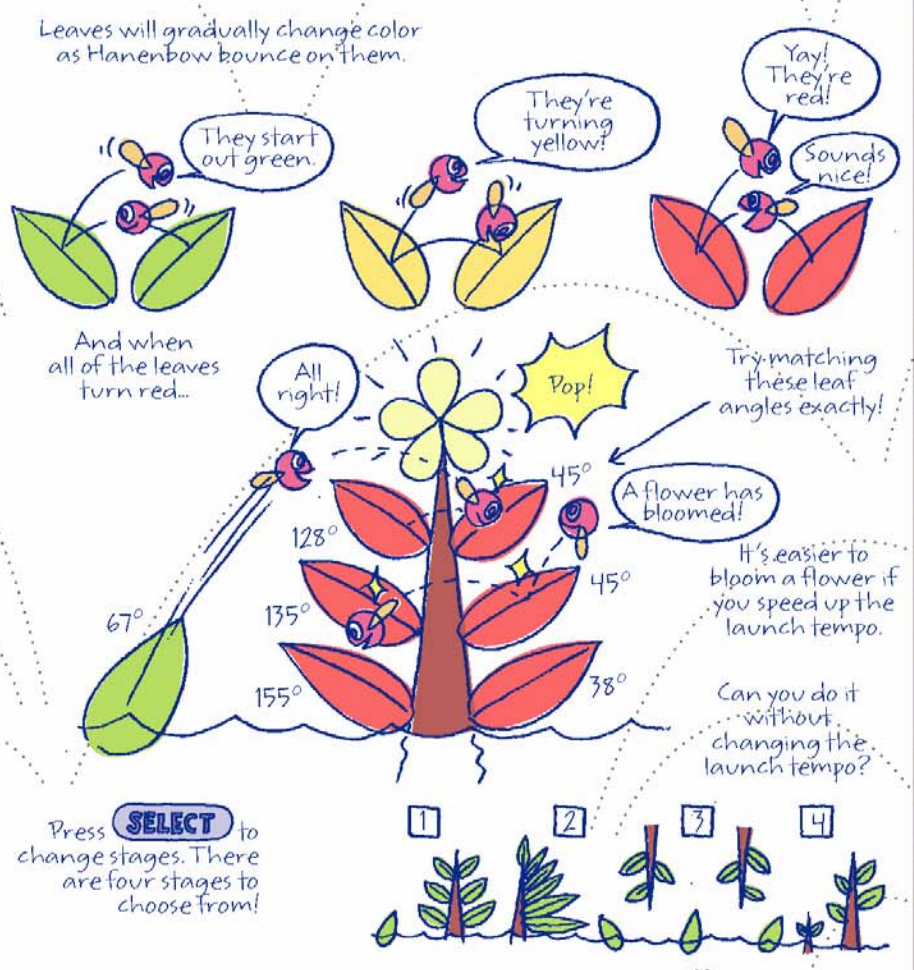
Normally an aquatic creature, Hanenbow sometimes use floating leaves to launch themselves out of the water, creating strange sounds and melodies as they bounce off of leaves. Entire schools of Hanenbow have been known to launch out of the water, one after another! As a leaf is repeatedly hit by flying Hanenbow, it gradually changes color. This also alters the sound made by bouncing Hanenbow. When all of the leaves turn red, a flower will bloom on the water. It is still unclear why the Hanenbow display this curious behavior.



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Play with Hanenbow!





03

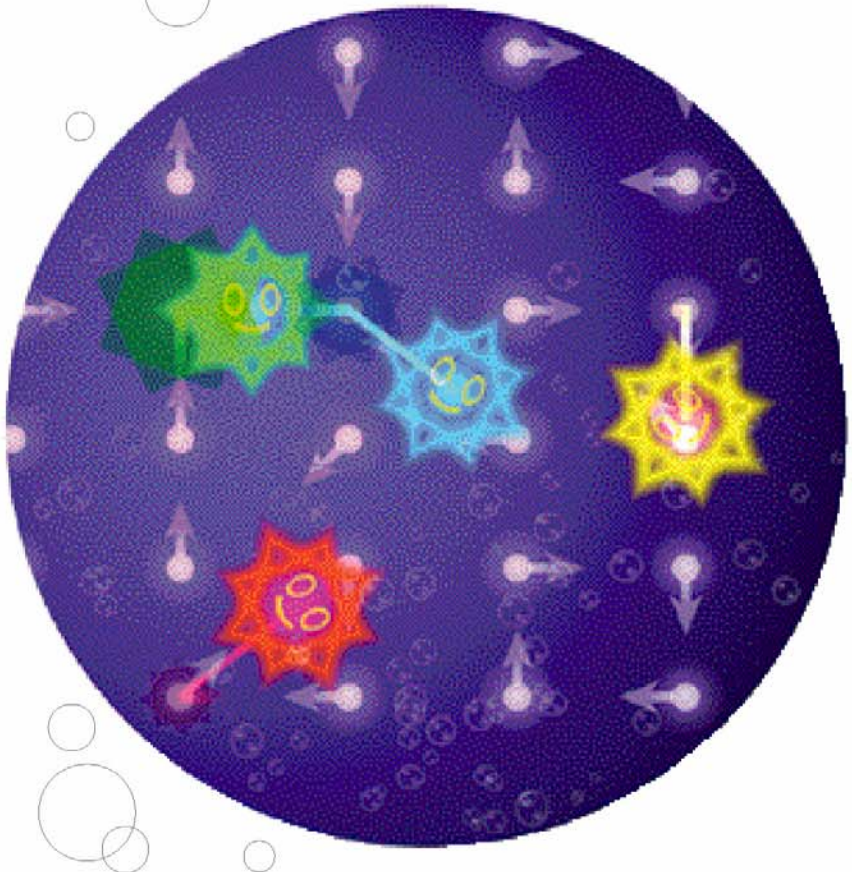
Luminaria



Lightly touch the arrows to change their direction. The plankton follow the arrows.

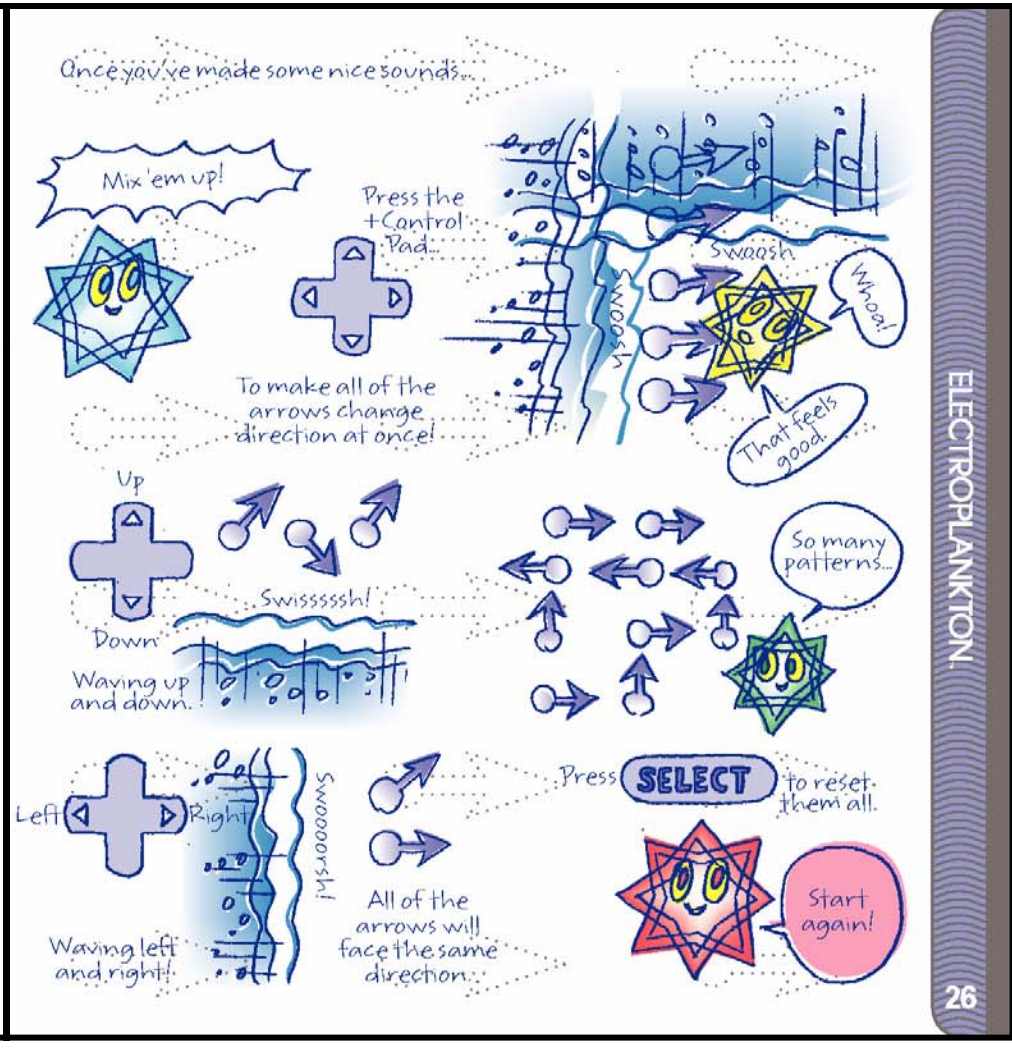
Luminaria

Luminaria plankton are famous for their habit of perfectly following arrow-shaped formations. The plankton spin as they move, changing direction as soon as they come in contact with an arrow that's pointing in another direction. The pitch of the sound they make changes depending on where the arrows are positioned. There are four types of Luminaria—red, yellow, green, and blue. Each type floats at a different speed and makes a distinctive musical tone. The four types Luminaria drift together to create beautiful melodies. Completely alter the direction of the arrows to change their sound dramatically.



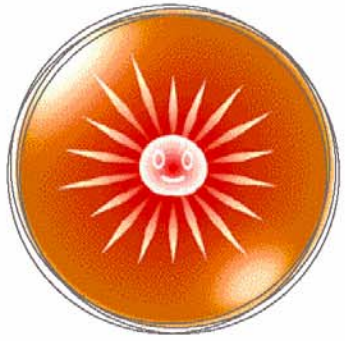
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04

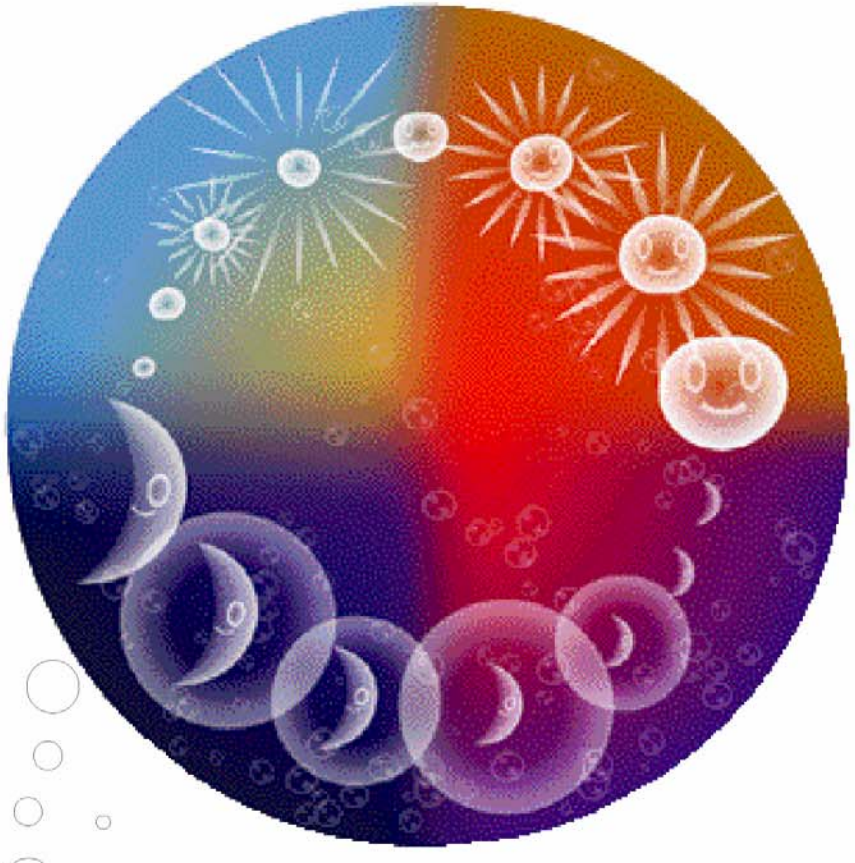
Sun-Animalcule



Use the stylus to place plankton eggs. These plankton emit light and sound as they grow.

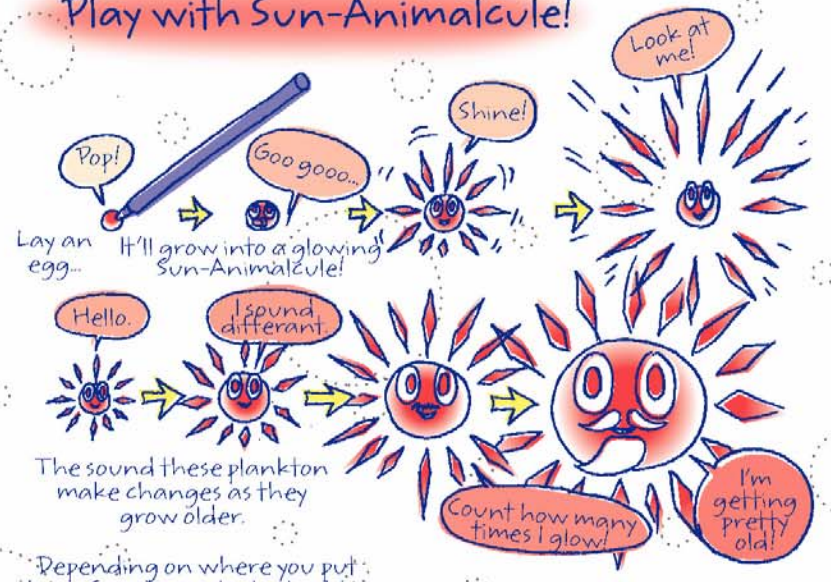
Sun-Animalcule

Sun-Animalcule plankton get their name from their tendency to emit light in a sphere around them. The plankton begin as eggs and gradually grow, emitting light and fascinating sounds throughout their entire lifecycle. The sounds they make change as they grow from infancy to maturity, growing very quickly until they disappear completely. Sun-Animalcule plankton only emerge in the morning, noon, and evening. Sun-Animalcule plankton lose strength as the night wears on; that is when the crescent-shaped Falcato plankton take their place. The pitch of the plankton changes depending on where they grow.

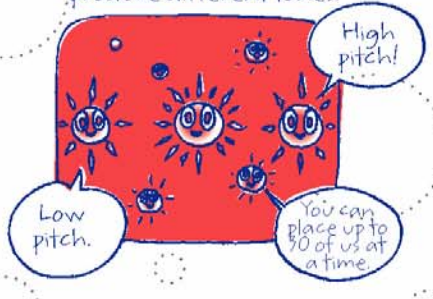


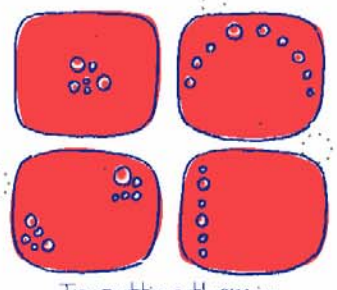
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Play with Sun-Animalcule!



Depending on where you put them, Sun-Animalcule plankton produce different tones.



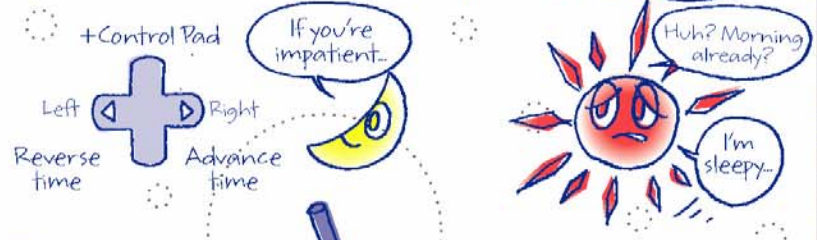


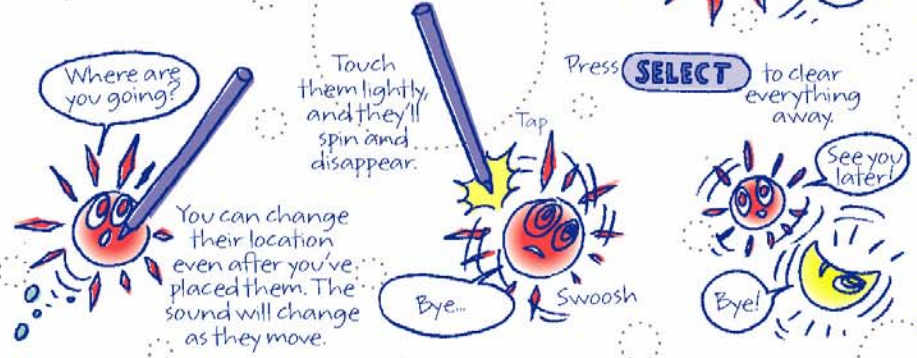
Try putting them in different places!

Eventually, night will fall.



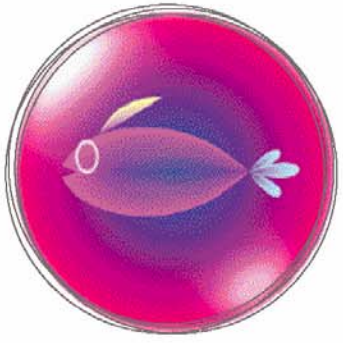






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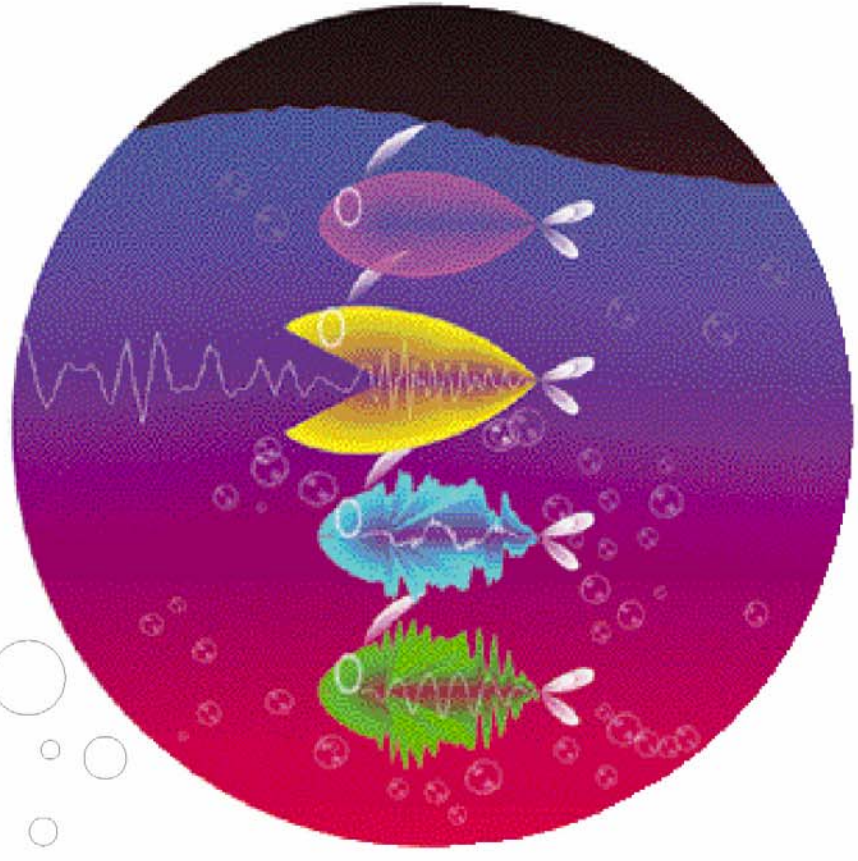
Rec-Rec

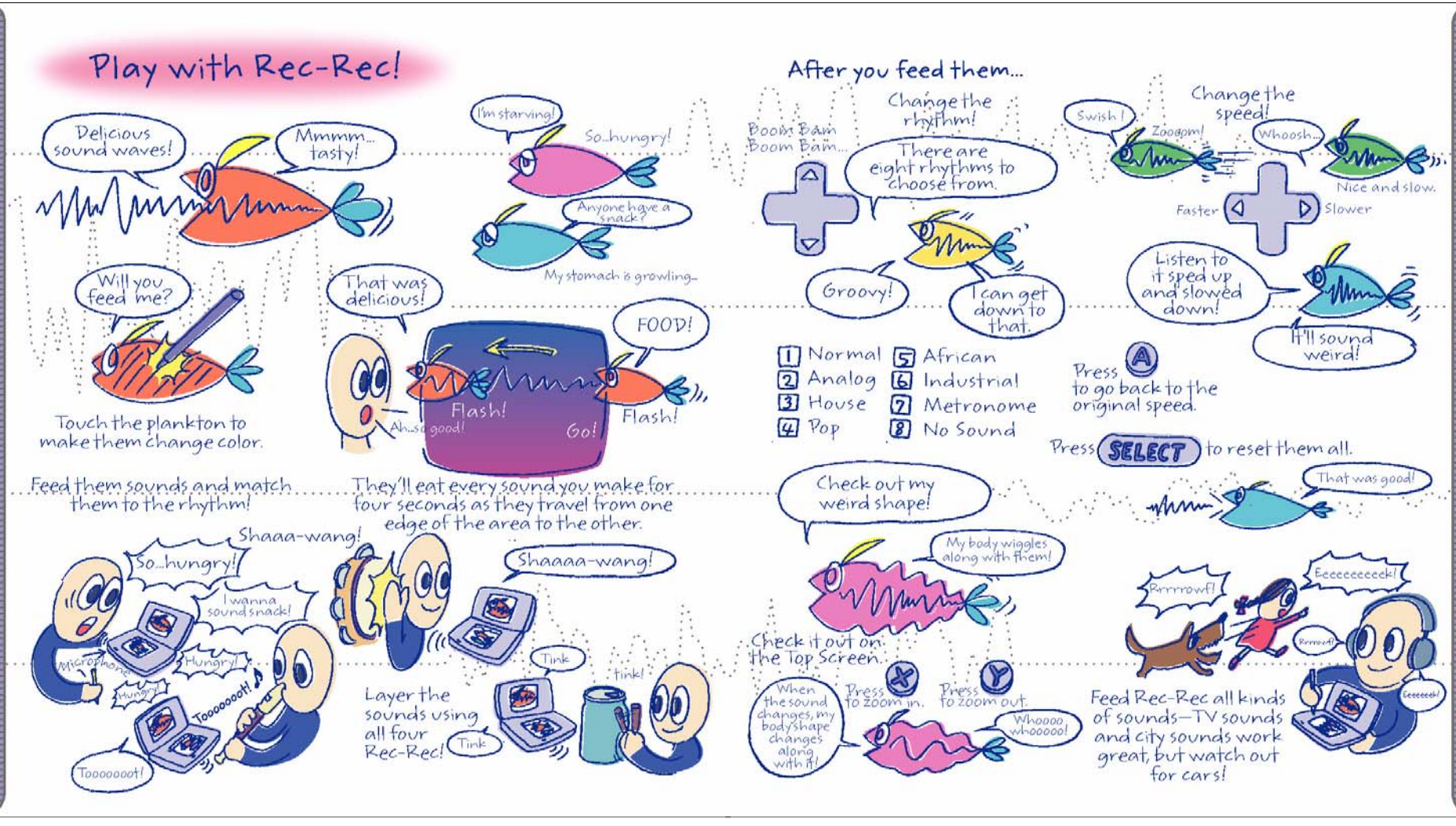


These plankton feed on sound. Tap them to change their color, and then speak when they flash.

Rec-Rec

Rec-Rec are fishlike plankton that feed on sound waves. They absorb sound waves transmitted through water and use them as a form of nutrition. The sound waves that the Rec-Rec eat are then stored inside their body until they have been digested. Once the digestion process is complete, they play back the sounds in perfect four-second intervals. While these sounds are playfully emitted, the wave patterns can be observed pulsating on their bodies. Rec-Rec always swim side-by-side in schools of four. When they swim at different speeds, the frequency with which they emit sounds also changes.




Play with Rec-Rec!
Delicious sound waves!
Mmmm... tasty!
Will you feed me?
Touch the plankton to make them change color.
I'm starving!
So...hungry!
Anyone hgve a snack?
My stomach is growling...
That was delicious!
FOOD!
Flash!
Flash!
Go!
Ah...so good!
Feed them sounds and match them to the rhythm!
They'll eat every sound you make for four seconds as they travel from one edge of the area to the other.
Shaaa-wang!
So...hungry!
I wanna sound snack!
Hungry!
Toooooooot!
Shaaaa-wang!
Tink
tink!
Tink
Layer the sounds using all four Rec-Rec!
After you feed them...
Boom Bam Boom Bam...
Change the rhythm!
There are eight rhythms to choose from.
Groovy!
I can get down to that.
1 Normal
2 Analog
3 House
4 Pop
5 African
6 Industrial
7 Metronome
8 No Sound
Swish!
Zoooom!
Change the speed!
Whoosh...
Nice and slow.
Faster
Slower
Listen to it sped up and slowed down!
It'll sound weird!
Press A to go back to the original speed.
Press SELECT to reset them all.
That was good!
Check out my weird shape!
My body wiggles along with them!
Check it out on the Top Screen.
When the sound changes, my body shape changes along with it!
Press X to zoom in.
Press Y to zoom out.
Whoooo whoooooo!
Prrrrowf!
Eeeeeeeeeek!
Rrrrowf!
Eeeeeeek!
Feed Rec-Rec all kinds of sounds—TV sounds and city sounds work great, but watch out for cars!

06

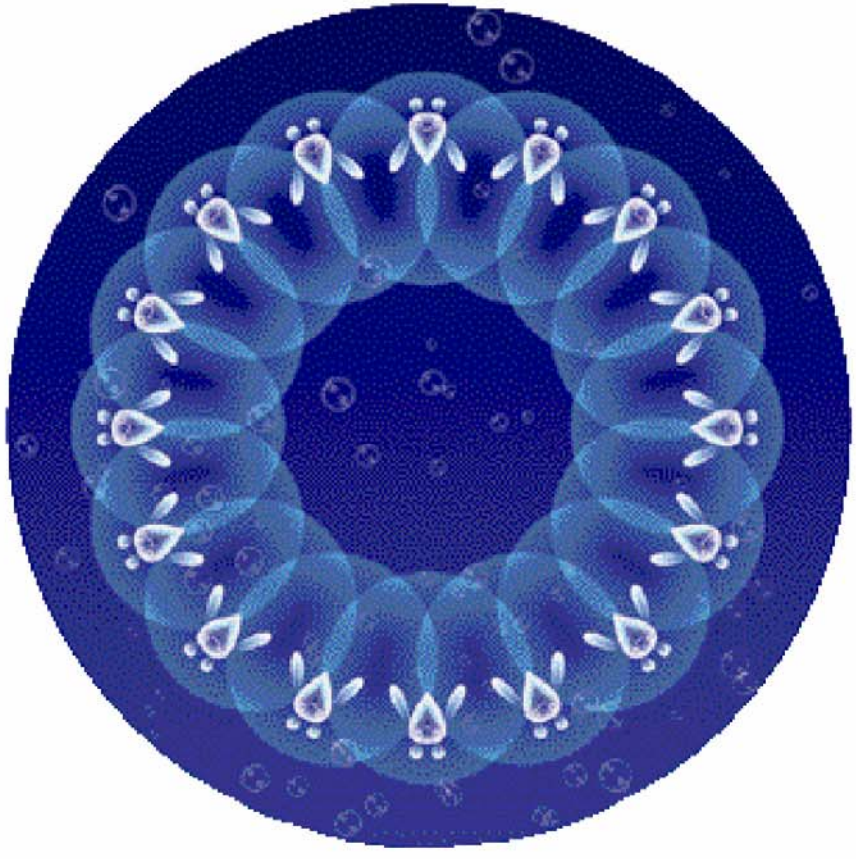
Nanocarp



Clap your hands near the microphone to make the plankton form shapes. They also respond to your voice.

Nanocarp

Nanocarp have very sensitive hearing. Sensing vibrations coming through water with the two ears on their head, these plankton can distinguish sound quality and frequency. They display very interesting reactions to the sound of humans clapping and breathing. Nanocarp are also excellent swimmers. They have a tendency to swim in formations of sixteen and react together to sounds they detect. These plankton emit sounds on their own when they sense waves on water surface. When this happens, the pitch of sounds they produce changes depending on where the Nanocarp is currently located.



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Play with Nanocarp!

We're Nanocarp!

We listen to the sounds you make with our big ears!

We're the world's smallest sixteen-member synchronized swimming team!

Clap your hands near the microphone.

Clap!

Clap!

microphone.

Clap! Clap!

Two claps!

Here it comes!

Ready!?

Form a circle!

Circle!

Try it rapid fire.

Circle!

Circle!

Blip

Two quick claps!

Their behavior changes depending on how many times you clap and how fast you do it!

Clap!

Line up!

Clap!

Form a line!

Blip

Two regular claps!

Press **SELECT** to see how they line up.

Check it out!

Once you've got them in formation...

Make some waves!

Press the +Control Pad up, down, left, or right to make waves

Twinkle

Shapes will turn into melodies!

Splash

Splash

Spin

Tap to make waves!

Spin

Spin

We make a sound when we spin.

There are so many ways to line them up!

Twinkle

High sounds!

The tones change depending on where they are.

Twinkle

Low sounds.

Blip

Whoosh

Blow into the microphone! Try changing up how long and how many times you blow.

Blip

♪do ♪re ♪mi

Try singing ♪do, ♪re, ♪mi in key!

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Learn to control Nanocarp formations like a master!

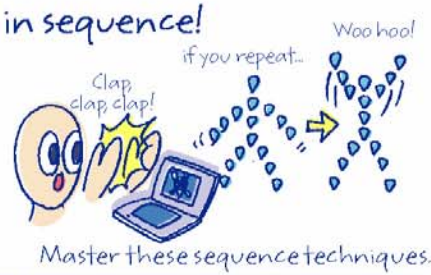


Technique		Formation	If you repeat it...
Clap your hands!	Clap once	Circle	Different circles will form.
	Clap twice	Across	Vertical and horizontal lines will form.
	Clap three times	Diagonal	The line will spin diagonally.
	Clap four times	A horizontal line at the bottom	A line will form vertically and horizontally.
	Clap five times	A left and right line	Left and right vertical lines will switch.
Clap your hands quickly!	Clap twice	Big circle	The circle will spin.
	Clap three times	Double circles	The circles will spin.
	Clap four times	Vertically line that switches back and forth.	The left and right circles will switch.
	Clap five times	Mountain	An upside-down V will appear.
Clap along to a rhythm.	Taa, ta, ta	Two circles left and right	The left and right circles will switch.
	Ta, taa, ta	Triangle	Triangle will get smaller and top and bottom will swap.
	Taa, ta, ta, ta	Vertical and horizontal line	Formation size will increase and decrease.
	Taa, taa, ta, ta, ta	Wave	The wave will ripple.
	Ta, ta, taa, ta, ta, ta	Human	The human will raise its arms in a V.
	Ta, taa, taa, ta, taa, ta	A human raising its right hand	The human will wave its hand.



Try giving them tecniques in sequence!





Master these sequence techniques.

Technique		Formation	If you repeat it...
Blow air into the microphone!	Blow once	Question mark	The X will spin like a windmill.
	Blow twice	Square	The square will spin.
	Blow three times	Twinkle, Twinkle Little Star	Octave will change.
	Blow four times	House	—
	Blow for one second	Heart	The size of the heart will change.
	Blow for two seconds	Moon	—
	Blow for five seconds	Question mark	—
Sing in key	♪do ♪re ♪mi	♪	—
	♪mi ♪re ♪do	Fish	—
	♪do ♪mi ♪so	Bird	—
	Raise one octave	Apple	Apple turns into a leaf.
	Lower one octave	Horse	Horse gallops.
	Gradually raise your voice	Snowman	—
	Gradually lower your voice	Tree	—



ELECTROPLANKTON™

07

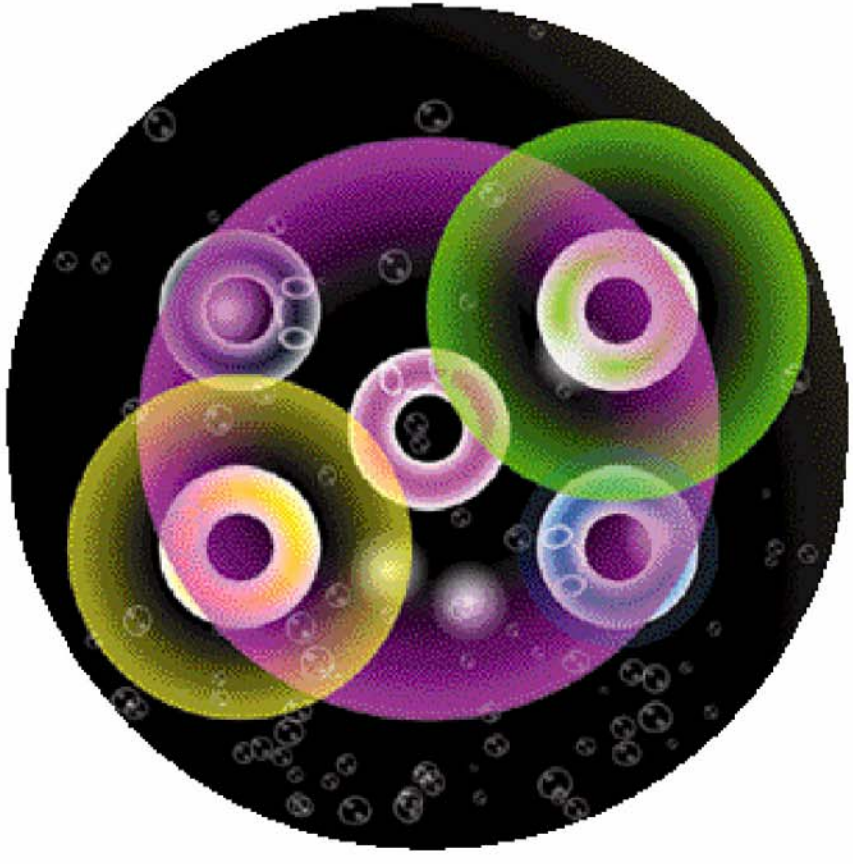
Lumiloop



Slide your stylus around the bodies of these plankton to make them shine and emit strange tones.

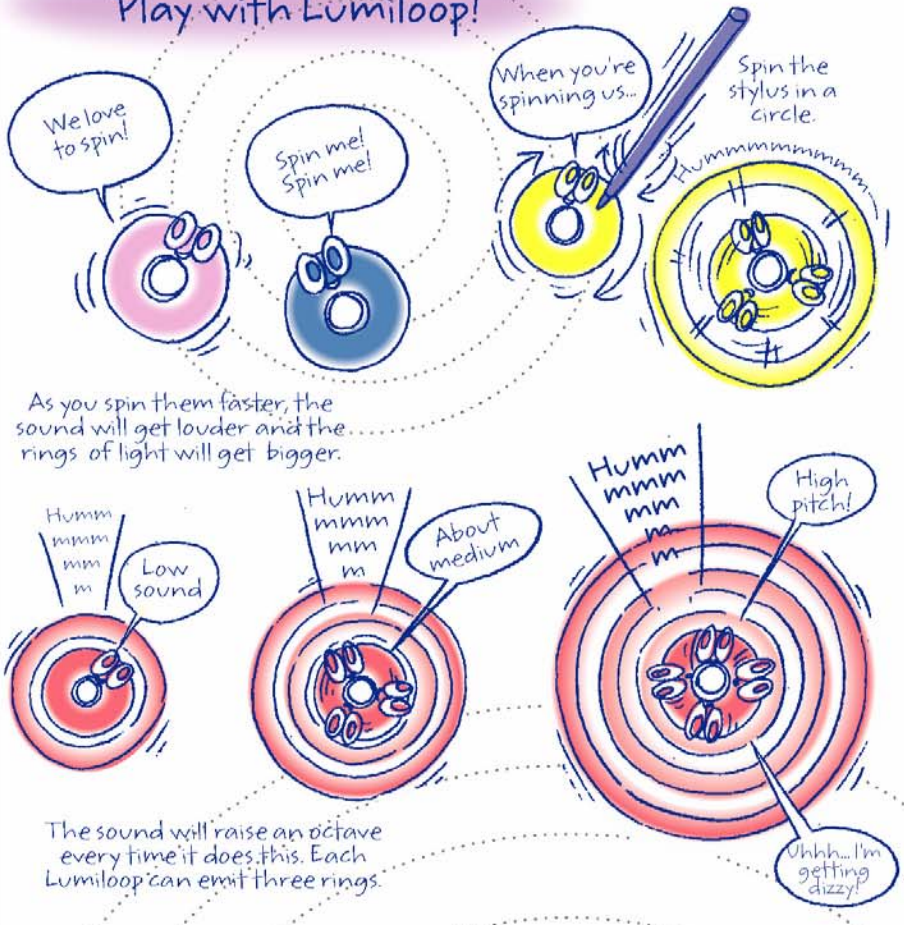
Lumiloop

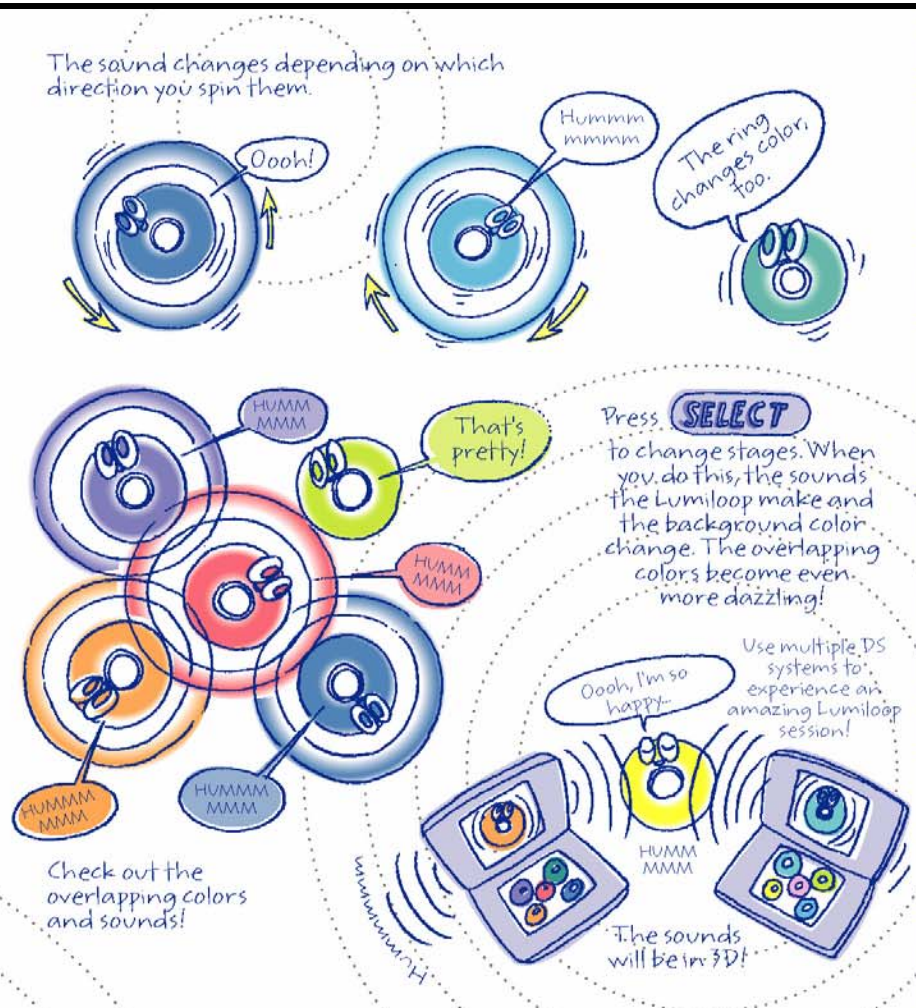
Lumiloop plankton are curious, donut-shaped aquatic creatures. While stationary, they have the ability to spin at a very high rate of speed. As they spin, the Lumiloop emit unique sounds and a fascinating ring-shaped glow. Lumiloop plankton seem to always grow in clusters of five. They produce sounds at different pitches as they spin together, creating a beautiful harmony. This is called a pentatonic scale. Depending on where they live, Lumiloop plankton that produce several different sounds have been identified.



ELECTROPLANKTON™

Play with Lumiloop!





08

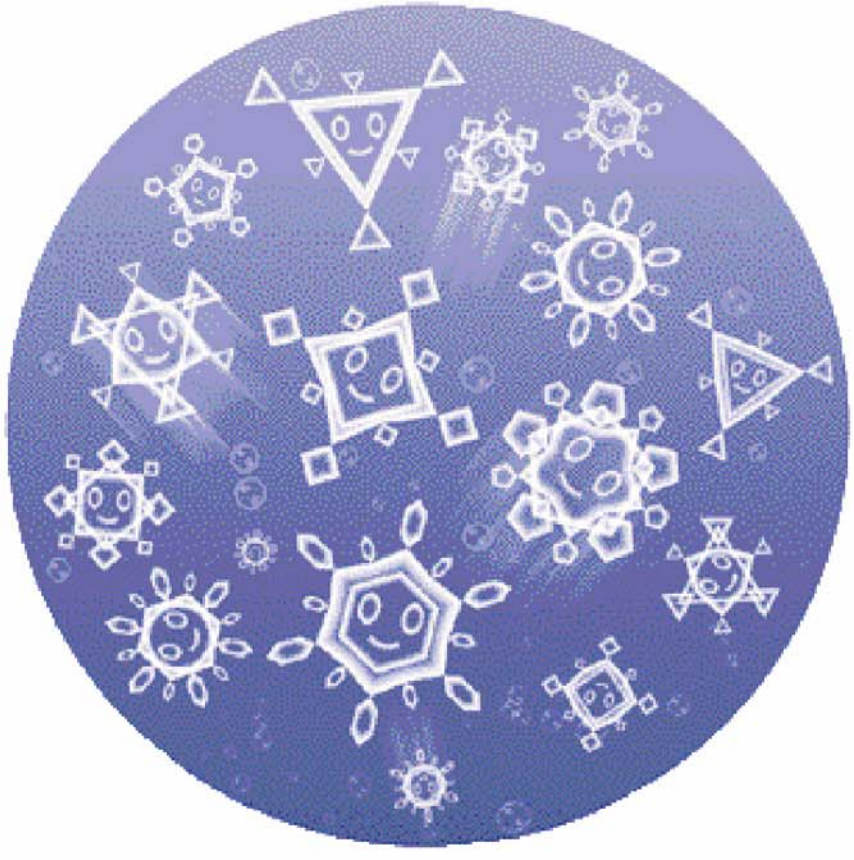
Marine-Snow



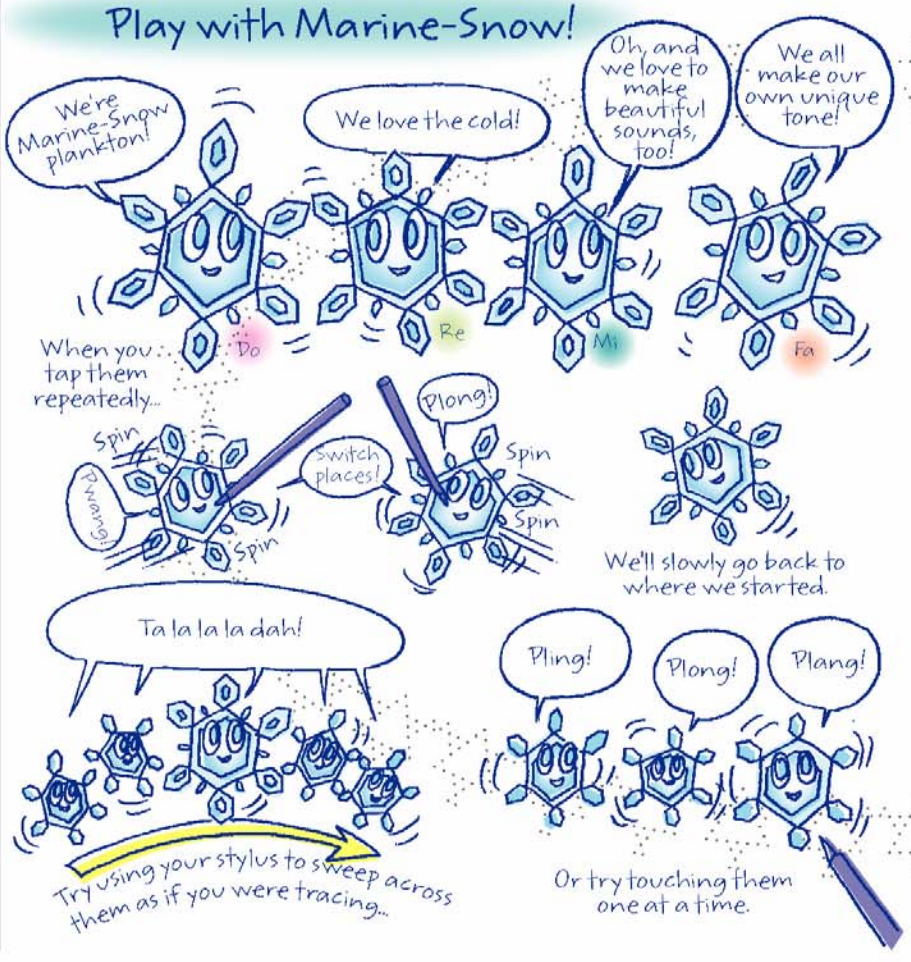
These plankton look like snow crystals.
They make sounds when you touch them.
Move them around and stir them up.

Marine-Snow

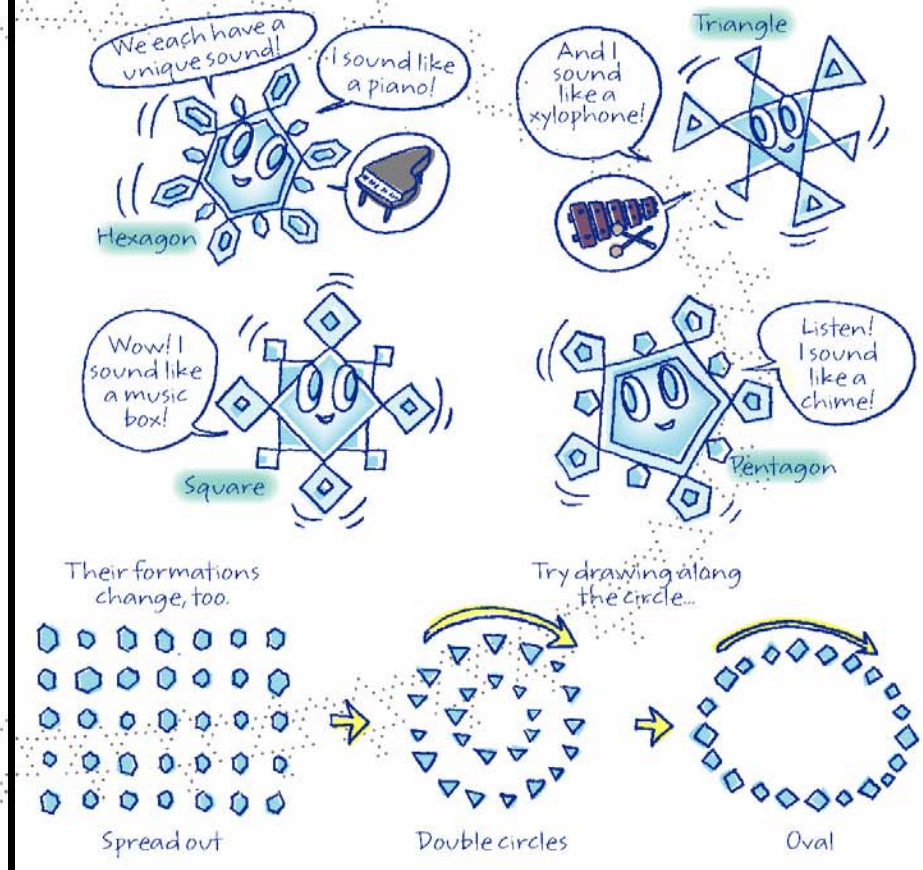
Resembling delicate snow crystals, Marine-Snow plankton elegantly float on the surface of the water. The plankton get their name from their distinctive snowflake shape. They grow in clusters of 35 and line up in very orderly formations. When stimulated, Marine-Snow plankton spin and produce vibrant sounds. While the plankton do grow in size if they are repeatedly tapped, they gradually return to their original size over time. They are born in four polygon shapes: triangle, square, pentagon, and hexagon. The ends of the crystalline protrusions also take on the same shapes. The tone of the sound they make changes depending on the shape of the Marine-Snow plankton's body.



Play with Marine-Snow!



Press **SELECT** to change the shapes and the sounds of all of the Marine-Snow plankton!



09

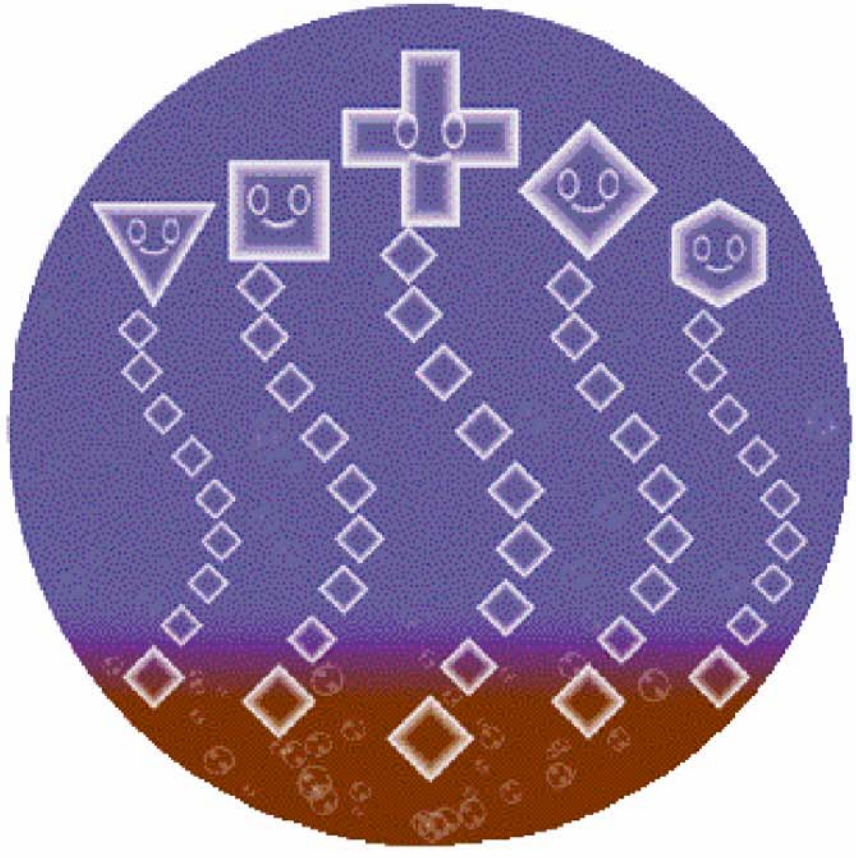
Beatnes



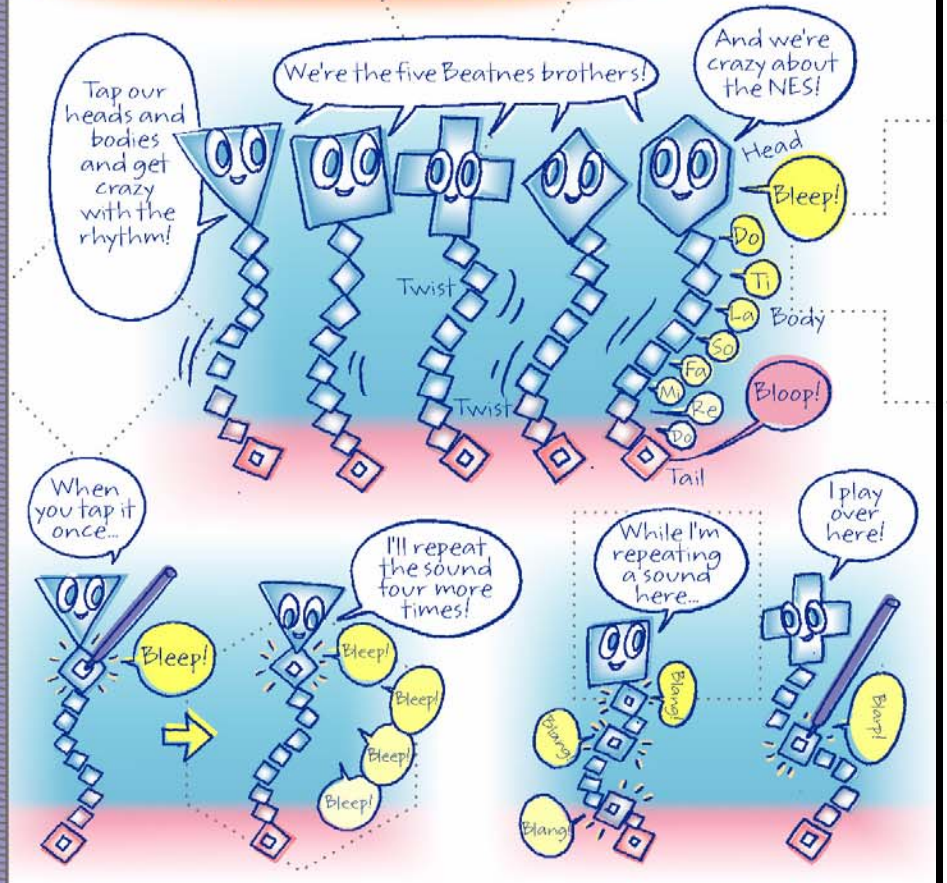
These plankton remember the melodies you tap out on their heads and bodies.

Beatnes

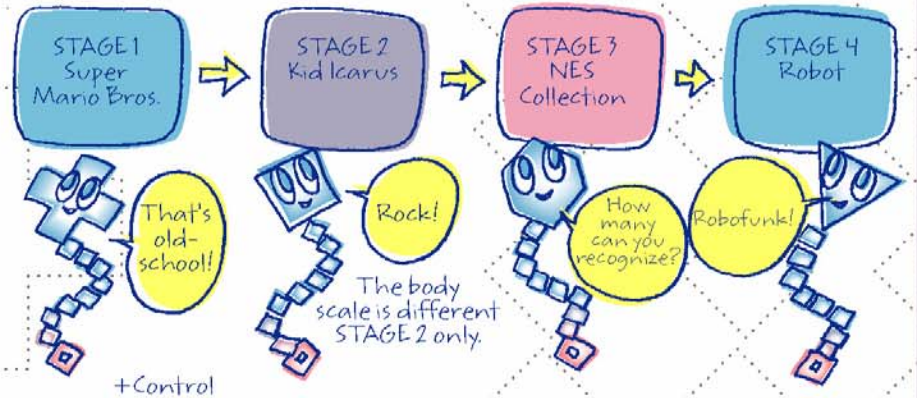
Beatnes are curious plankton with geometrically shaped heads that form vertical strands like seaweed. Their bodies are made up of eight sections, each featuring a distinctive diamond-shaped tail. The sound of a Beatnes can vary wildly depending on which segment of the body is tapped. However, all of the sounds closely resemble the short-wave and triangular-wave sound effects from a Nintendo Entertainment System sound chip. When Beatnes are tapped in time with a rhythm, they continue to repeat the sounds in perfect time for a short period.



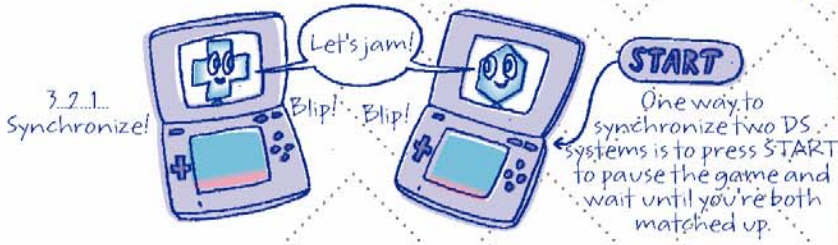
Play with Beatnes!



Press **SELECT** to change the background music and sounds the Beatnes produce. Press it until you get to your favorite stage.







10

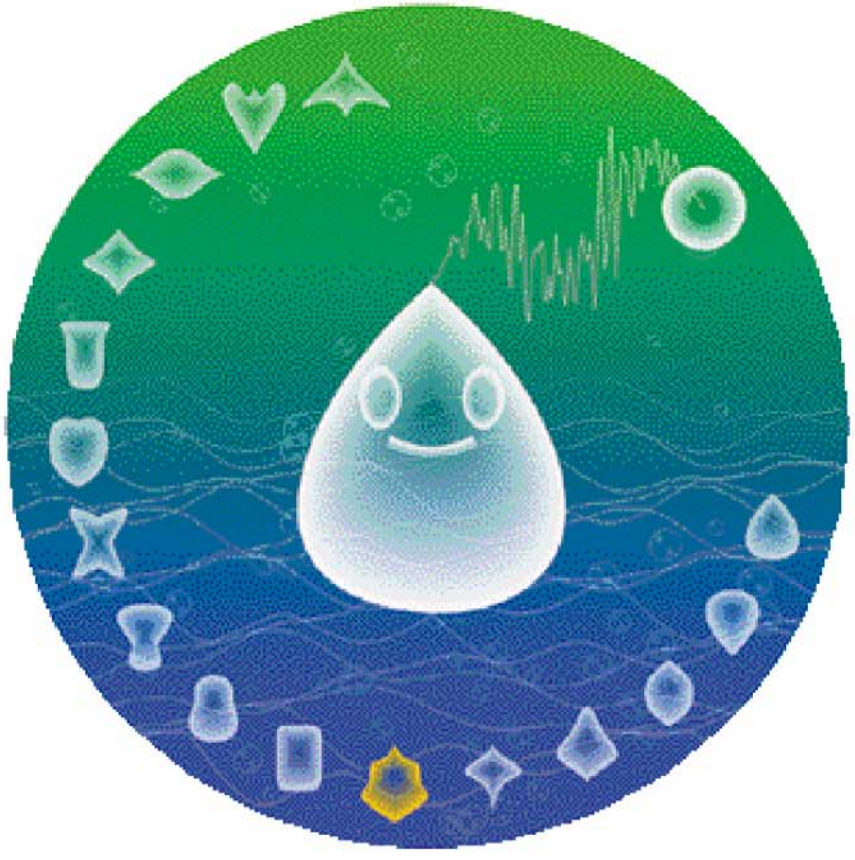
Volvoice



Touch this plankton and speak to fill its body with your voice. Change its shape to change its voice.

Volvoice

Volvoice plankton memorize the sound of human speech and repeat it over and over. They accomplish this amazing feat by oscillating the long flagellum that extends from their head. By resonating the vibration with their water-droplet-shaped body, the plankton produce sounds that closely resemble human voice. The body can expand and contract at will. By changing shape, they can easily manipulate the sound of the voice. Words that the Volvoice memorize and play back in reverse have a particularly strange ring to them. Researchers refer to this phenomena as Volvoice inversion.



Play with Volvoice!

I'm Volvoice!

Go on, tap me!

Pip!

I'll remember anything you say!

Touch me again to make me stop.

Eight seconds max!

Speak into the microphone while it is blinking. You can press Ⓐ to start and stop the memorization process, too.

Bzzzzzrrrrr~ Flagellum

Bzzz

My body will shake to the sound of your voice.

Try these out!

Tap here to zap my memory.

Pssss sssh hh...

Huh?

SELECT works, too.

Record your voice...

Close your DS and put it to sleep.

Click

Happy Birthday -Volco

When you open it...

Blurrrp!

Snap

Happy birthday, Volcy!

Volvoice mail!

Use the voice effect buttons to change your voice!

Your voice will change completely!

And my body shape will change along with it!

Press a button quickly to change my voice to something else!

Spin fast for quadruple speed!

Spin rapidly for double speed!

Slowly.

The voice effect buttons

Normal

Inverted

Robot-like voice.

Sounds kinda alien, right?

Voice gets higher.

Low voices.

Hello!

Normal voice becomes...

Heeeeellllloooooo

Low voices can make a child sound like an adult.

Hello! Hello! Hello!

That's a mouthful!

Hello!

Hello!

Hello!

Whoa! It sounds like a bunch of people are speaking at once!

Try changing your voice! You can also try it on your family.

Or try messing with sounds from T.V. or your favorite songs!

Hello!

Voice become higher.

Crunch, crunch, crunch

Ack! That's sorta spooky!

Hello!

You have a weird accent.

A note from Toshio Iwai

What happens when you combine a microscope, a tape recorder, a synthesizer, and an NES? Electroplankton! All of those things fascinated me a long time ago. Electroplankton is packed with the memories of the four devices that I loved growing up.

First, let's talk about the microscope. I begged my father to buy one for me when I was in elementary school. At the time, it was the most expensive thing he'd ever bought for me, so I took really good care of it. I looked at everything I could get my hands on, and even made specimens. For the first time, I learned about the beautiful and fascinating microscopic world of plankton. I was captivated.

The tape recorder surprised me simply because I could record my own voice with it! That was back when not everyone had a VCR. I'm sure there are cassette tapes out there somewhere of my adolescent voice singing television theme songs and performing with a soprano recorder. I saved my allowance and bought a radio cassette recorder in junior high school. I went out to hills and fields to record birds singing, then I worked with a friend to produced an original radio show.

I bought a synthesizer when I entered college. At the time, I had just begun working on creating animation. I used the synthesizer along with a PC to create music for my animation. I couldn't play the keyboard, so I mainly focused on programming the instrument. But I was totally content with just making all kinds of sounds with the synthesizer.

Then came the NES. The Nintendo game console was all the rage back when I was in college. I was really into Super Mario Bros. It was particularly amazing to watch Mario run and jump freely. It felt so exhilarating to control the little plumber. I was impressed with the way the images, sounds, and controls felt as one, especially when Mario made jumping sounds and broke blocks with a press of a button. I felt like something totally new. To someone who had just begun making his own animation and music, the NES was so much more than a mere game console. I thought it was like a machine from the future that enabled me to freely create images and sounds in real time.

When I found these objects, they made me so excited. I became enthralled with playing new games. When I first got a chance view a prototype of the Nintendo DS and Nintendo invited me to create something with it, I was just as excited. I thought, "What could I do with it?" I then wanted to combine all the things that had captivated me—observing plankton through the microscope; recording my voice and sounds around me with the tape recorder; making all kinds of sounds with the synthesizer; and the fun of controlling images and sounds with the NES. The end result was Electroplankton.

Let me tell you a little more about each electroplankton.

01 ■ *Tracy* I created Tracy thinking about how fun it would be if the lines I drew with a stylus turned into sounds. While there are many types of lines—long and short lines, straight and curved lines, slowly and quickly drawn lines, and lines with different angles—I designed it so that the different kinds of lines would be heard as different sounds. In particular, if you press Right on the +Control Pad and increase the speed to match, you'll get an immediate feel for your lines instantly turning into sounds.

02 ■ *Hanenbow* An object hits something and it makes a sound when it bounces back—it's the moment when a sound and an image are born. Just like when you throw a ball at a wall, when you play the drum with drum sticks, and when you clap your hands. I made Hanenbow because I wanted to use the familiar images we're so used to seeing. Computers come in handy when it comes to this. They flawlessly handle complex calculations in the background while simultaneously displaying Hanenbow plankton springing around. Adjust the angle of the leaves just a little and take your time listening as the sounds change.

03 ■ *Luminaria* What if you could control sound and light with arrows? That was the inspiration behind Luminaria. Once I make soothing sounds, I crate waves with the +Control Pad to instantly adjust them. I just love that moment.

04 ■ *Sun-Animalcule* The Sun-Animalcule is an actual plankton. While the plankton got that name because its shape resembles the sun, I imagined the plankton emitting light and sound—the opposite of the name. Make sure to observe the spectacle of the Sun-Animalcule growing as time passes and listen as their sounds change. For your information, the Japanese name for the Falcato, Mikadukimo, is also the name of an actual plankton. Isn't it fun to watch microscopic suns and moons floating in the water?

05 ■ *Rec-Rec* Rec-Rec plankton record sounds like a tape recorder and turn them into music. While you can record in exact time with the rhythm, you can sometimes end up with an unexpectedly funny or interesting result by just speaking and recording randomly. So put your headphones on and go out into the world! Try recoding traffic noises and listen to the Nanocarp playing back city sounds to the beat of the music!

06 ■ *Nanocarp* Some say that carp have grown to expect that they'll be fed when humans gather around them and clap. I designed Nanocarp imagining they would react similarly to sounds and move together in formation like synchronized swimmers. Because every has a different voice and claps slightly differently, you may find some techniques harder to do. But try out different things. Keep experimenting with various techniques for a while, and the Nanocarp just might perform amazing maneuvers for you.

07 ■ *Lumiloop* When the Lumiloop react to stylus movement, you have a sense of actually spinning them on the screen. I planned for the Lumiloop to spin together realistically as you swirl your the stylus. All of the sounds the Lumiloop produce are called pentatonic scales—they produce no dissonance. Even when you let the Lumiloop create sounds with multiple DS systems, you'll never end up with dissonance. You'll only get pleasant harmonies.

08 ■ *Marine-Snow* Marine Snow is an underwater phenomenon during which dead plankton drift like snow. I borrowed that name for this game and created a plankton that evokes the image of snow crystals floating on water. I'd like you to take your time and enjoy the music the Marine-Snow make: Slowly make one sound at a time, or occasionally bring them closer and touch them all at once to make a beautiful harmony.

09 ■ *Beatnes* Beatnes is a collection of nothing but my favorite NES sounds. It was the NES that first made me aware of the fun of combining sounds and images. I'm particularly pleased that I was able to create this with Nintendo hardware. The fourth stage is my favorite. For your information, I borrowed the Japanese name of the plankton, Tsuriganemushi, from the name of the actual marine creature.

10 ■ *Volvoice* I wanted to create another plankton that used the microphone. What I came up with was Volcoice, a plankton that used voice as a theme. As with Rec-Rec, recording a voice is fun because you can get so many different results. I encourage you to try it with a variety of people. When you're using Volvoice inversion, experiment with words until you find ones that give you unexpected results when said in reverse. You may find it interesting to send a reversed sentence by mail and let the recipient use Volvoice to decode what you meant to say.

I encourage you to discover your own favorite plankton create your own ways to play the game.

And finally, I'd like to tell you about Audience mode. Although Electroplankton used to feature only what is now the Performance mode, I created Audience mode with the thought that it may be easier to understand Electroplankton if it included demos. In this mode, you don't perform. Instead, you'll watch and listen to the plankton perform, but you can use the Touch Screen and the +Control Pad to take part in the performance just like you would in Performance mode. However, you can't use the SELECT Button. Try placing your DS nearby and watch and listen to Electroplankton like a CD player. And take part in the performance whenever you feel like it. I think this adds a whole new dimension to Electroplankton. What do you think?

Toshio Iwai
Profile



Toshio Iwai was born in Aichi prefecture, Japan, in 1962. As an interactive media artist, Iwai began making experimental animations in 1981, moved on to working with pre-cinematic toys such as flipbooks and zoetropes, and since 1986 has been interested in the computer game as a visual music system. After becoming the youngest winner of the Contemporary Japanese Art Grand Prix in 1985, he has exhibited many interactive works at exhibitions worldwide and is now considered as a leading media artist. In 1987 he graduated from the Plastic Art and Mixed Media master's course of the Tsukuba University, Japan and in 1992 he finished the Artist-in-Residence Program at the Exploratorium, San Francisco. He has designed computer generated virtual sets and characters for the immensely popular daily interactive children's show for Fuji TV, UgoUgo Lhuga (1992-94). He has had one-person exhibitions mounted in Tokyo, Osaka, New York, Antwerp, Karlsruhe, Espoo and Amsterdam, and taken part in group exhibitions in Canada, Australia, France and etc. His performance with Ryuichi Sakamoto "Music Plays Images X Images Play Music" won Prix Ars Electronica, Interactive art categoly Grand Prix in 1997. "Composition on the Table" won Gold Medal of Interactive Media Design Review, I.D. Magazine, New York in 2000. His collaborative installations with Hayao Miyazaki, the animation film director are now the permanent exhibit at Ghibli Museum in Mitaka, Tokyo.

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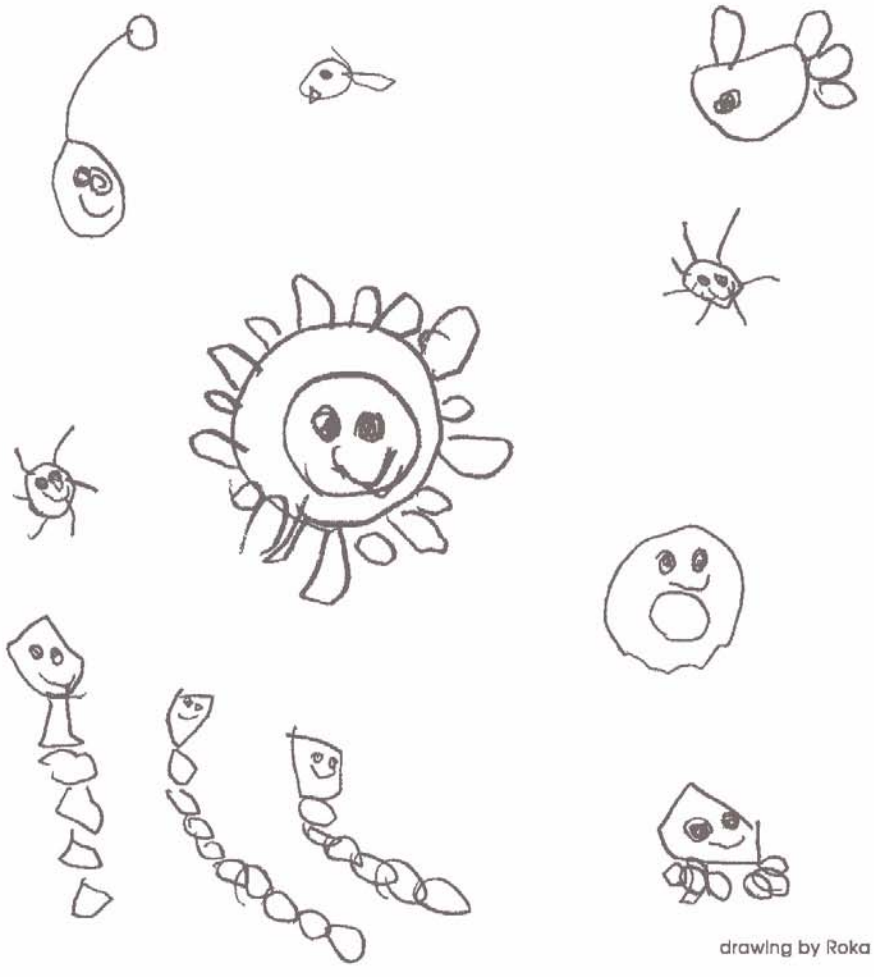
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◆GRAPHIC SUPPORT	Eri Honma Yasuhiro Nakamura Gilchiro Matsumoto
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◆ART WORK	Nanako Kinoshita Kazuma Norisada
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◆EXECUTIVE PRODUCER	Satoru Iwata







drawing by Roka

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Notes

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