

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

*or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com



PRINTED IN USA

NINTENDO DS™

ELECTROPLANKTON™



Created by Toshio Iwai

INSTRUCTION BOOKLET

EmuMovies

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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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.

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.



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.



Nintendo



This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

© 2005-2006 TOSHIO Iwai/NINTENDO. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY TOSHIO Iwai AND NINTENDO. © 2006 NINTENDO.

Electroplankton Contents

Title Screen	7
PERFORMANCE mode	9
Selection Screen	9
Play Screen	11
AUDIENCE Mode	13

Plankton Descriptions

01	<i>Tracy</i>	15
02	<i>Hanenbow</i>	19
03	<i>Luminaria</i>	23
04	<i>Sun-Animalcule</i>	27
05	<i>Rec-Rec</i>	31
06	<i>Nanocarp</i>	35
07	<i>Lumiloop</i>	41
08	<i>Marine-Snow</i>	45
09	<i>Beatnes</i>	49
10	<i>Volvoice</i>	53

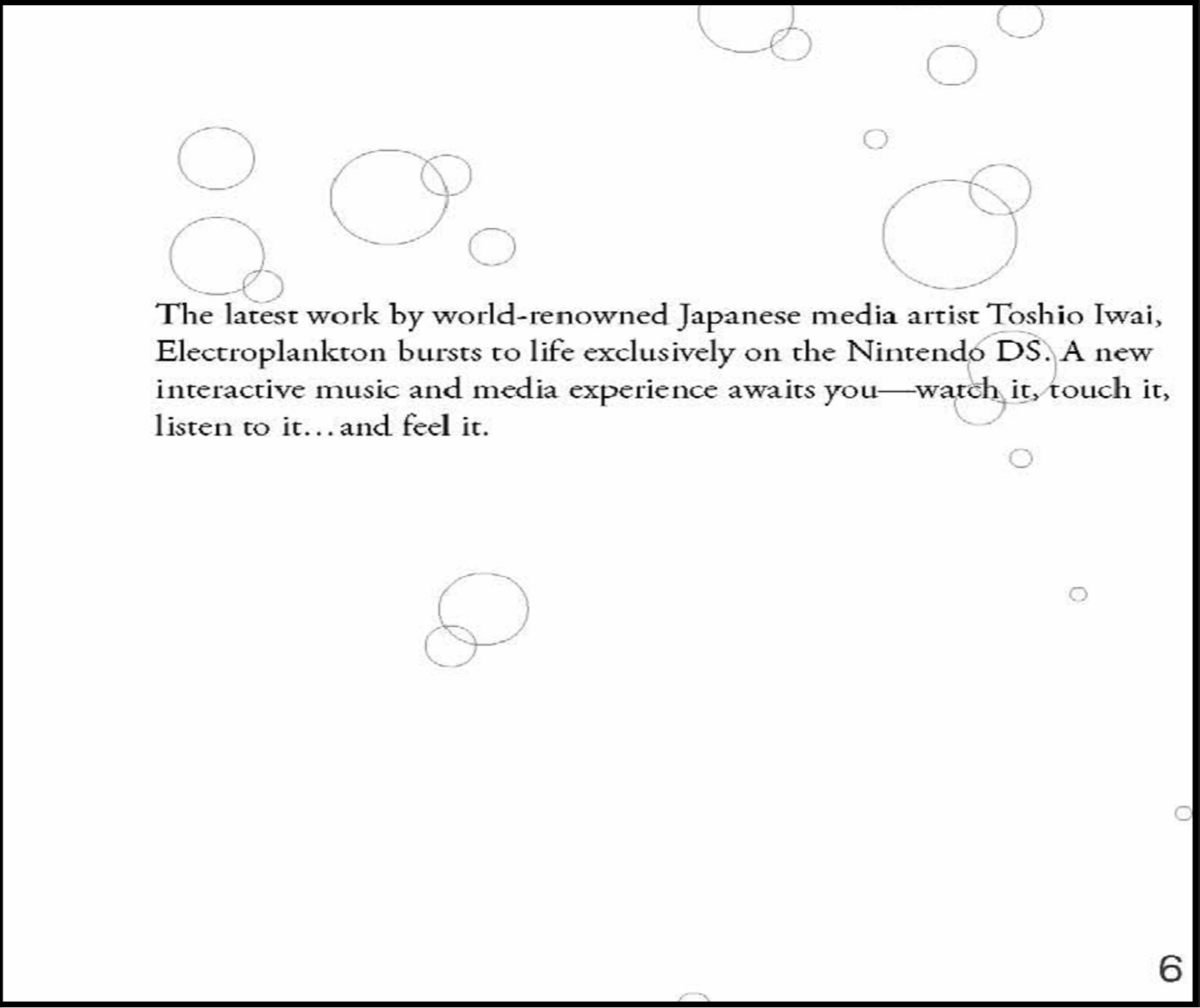
A Note from Toshio Iwai	57
Profile of Toshio Iwai	60



A Strange, Electronic Sea Awaits You...

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

Interacting with this wide and wild variety of Electrop plankton 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, Electrop plankton 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.

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.

Tap the Touch Screen with your stylus to make a selection!



Start here!



PERFORMANCE mode

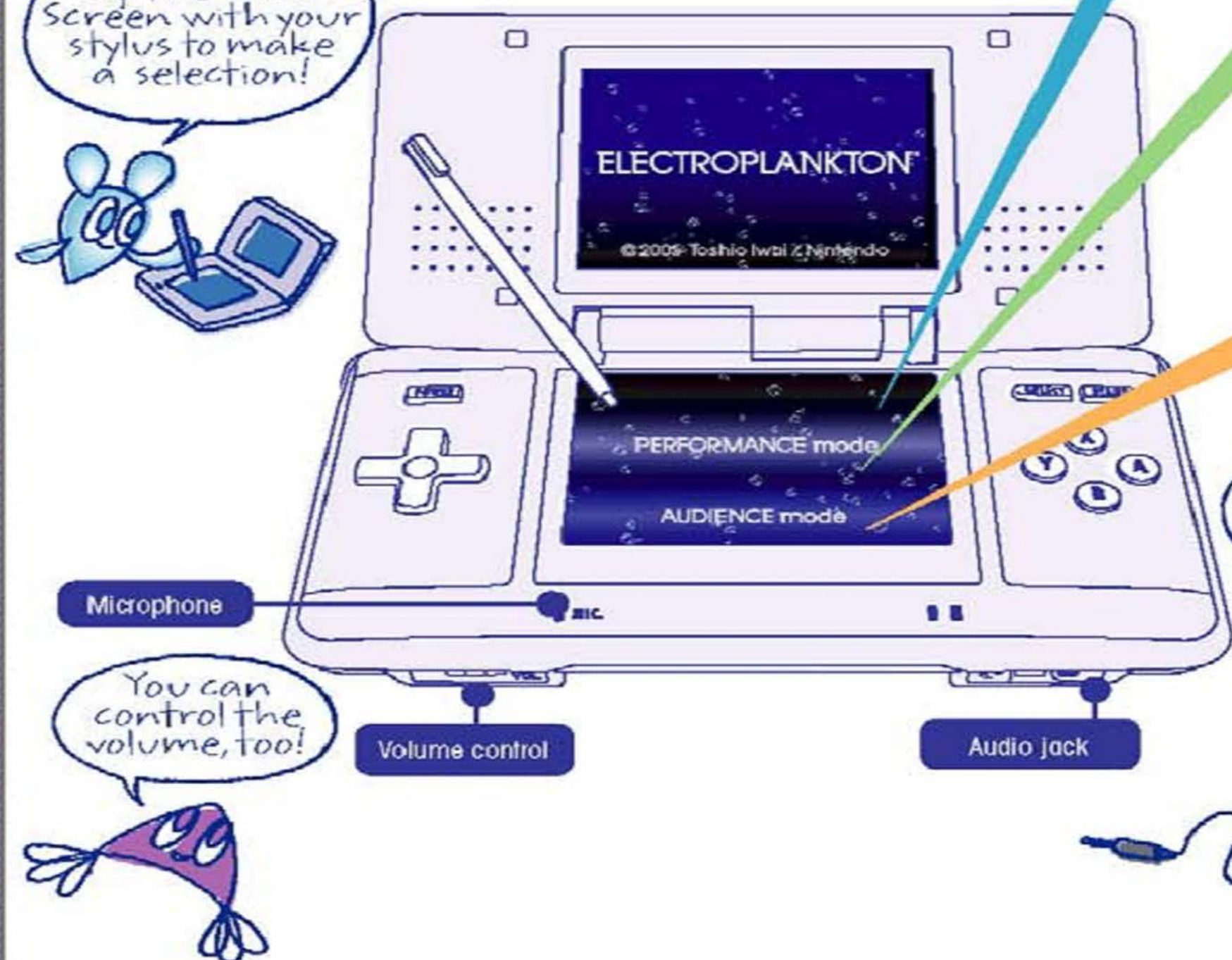
Tap here to go to Performance mode! You can also press **A** to get there. When you arrive, you'll end up at the selection screen where you'll choose the plankton you want to play with using your stylus and the microphone.

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.



The music expands and envelops you in surround sound!

sound: HEADPHONES

Choose this option when you want to use headphones.



Use headphones when playing in public places.



Sounds swoosh left and right!

PERFORMANCE mode Selection Screen

Choose a plankton to perform with.

The plankton's name and a brief description will appear.

Just tap me to start playing!

You can also press **A** to begin.

+ Go back to the previous plankton.

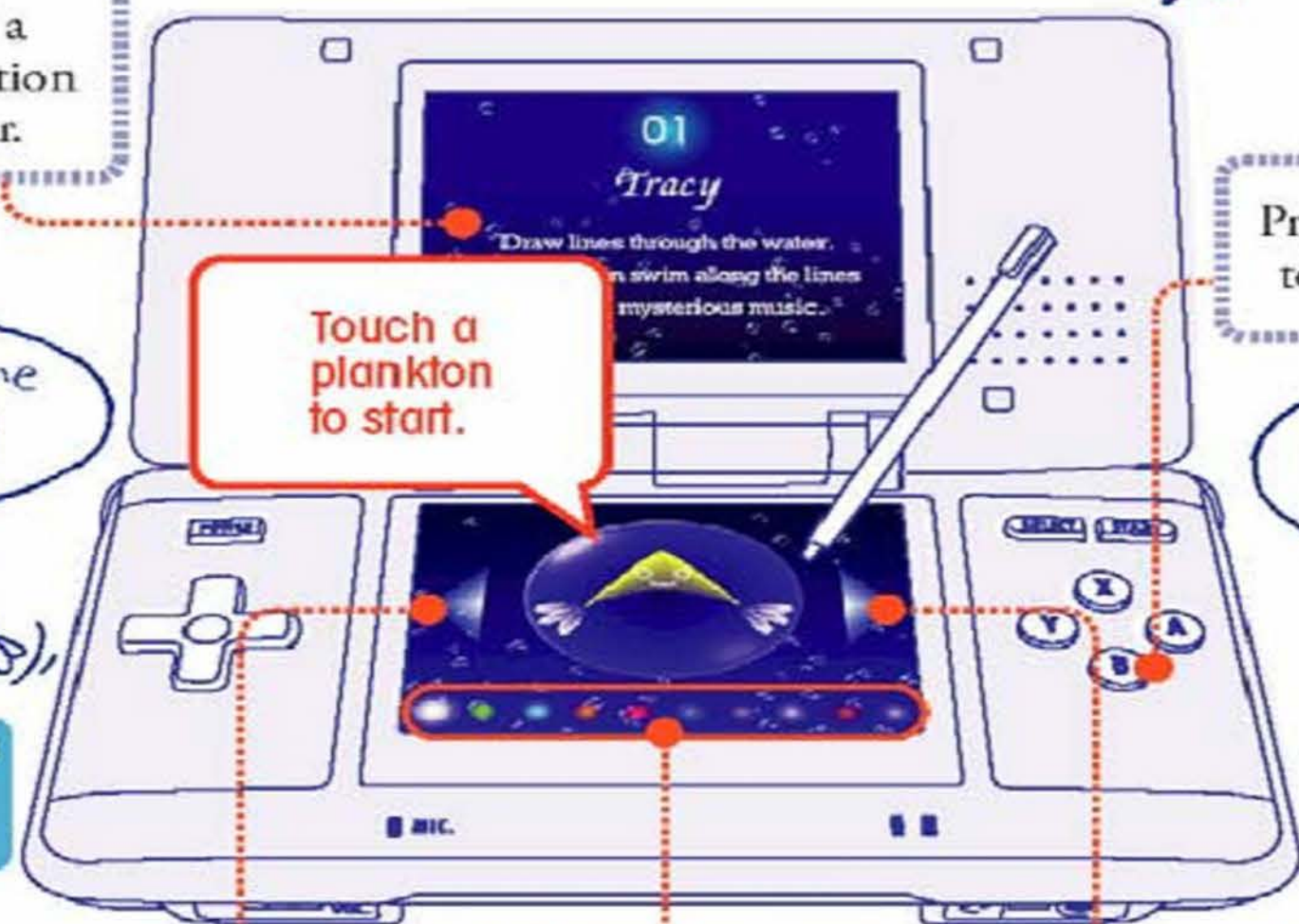
Tap a shortcut button to get started right away.

Shortcut buttons make it easy.

Which of us wil you pick?

Press **B** to go back to the title screen.

Yep, just press **B** to go back!



Electroplankton!

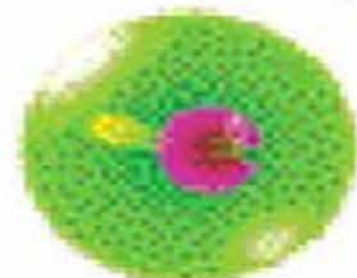
These are my friends!



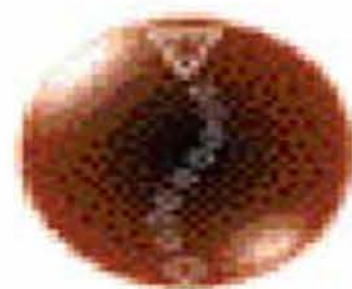
10 *Volvoice*



01 *Tracy*



02 *Hanenbow*



09 *Beatnes*



03 *Luminaria*



08 *Marine-Snow*



04 *Sun-Animalcule*



07 *Lumiloop*



06 *Nanocarp*



05 *Rec-Rec*

PERFORMANCE mode Play Screen

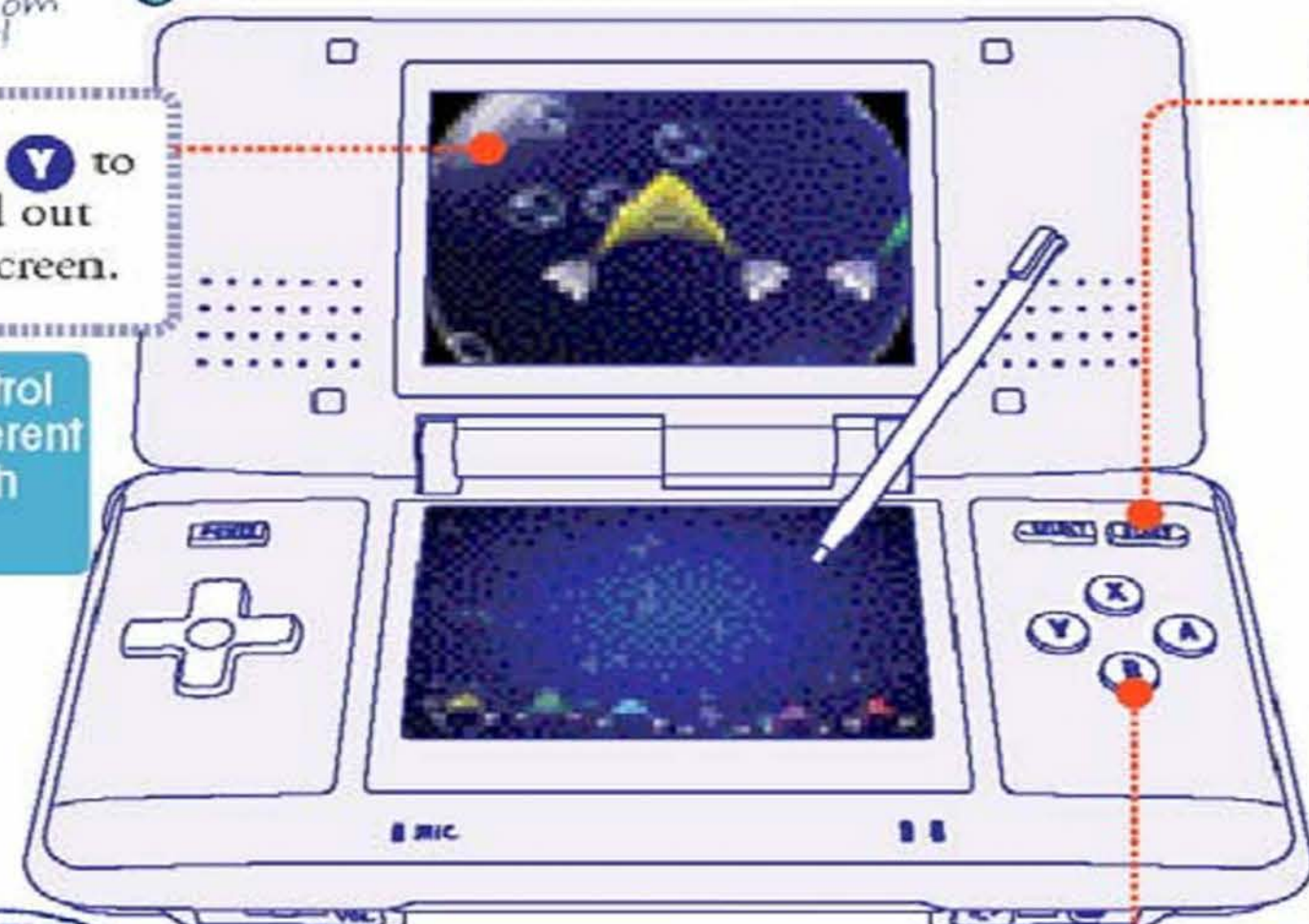
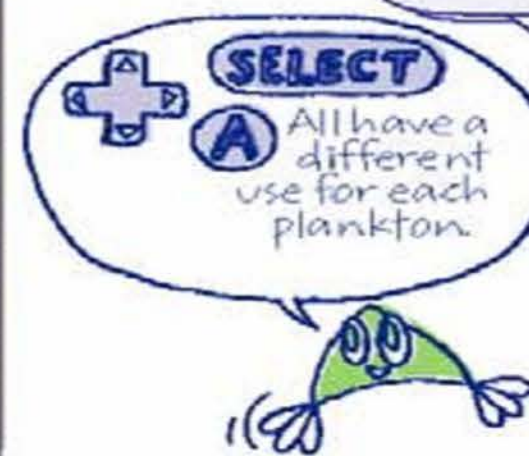
Use the stylus and the microphone to play with the plankton!



Use **X** and **Y** to zoom in and out on the top screen.

+ The +Control pad does different things for each plankton.

Check each plankton's description for more information.



But first, let me tell you about the basic controls.

Play with us in the Performance mode!

Press **START** to pause the game.

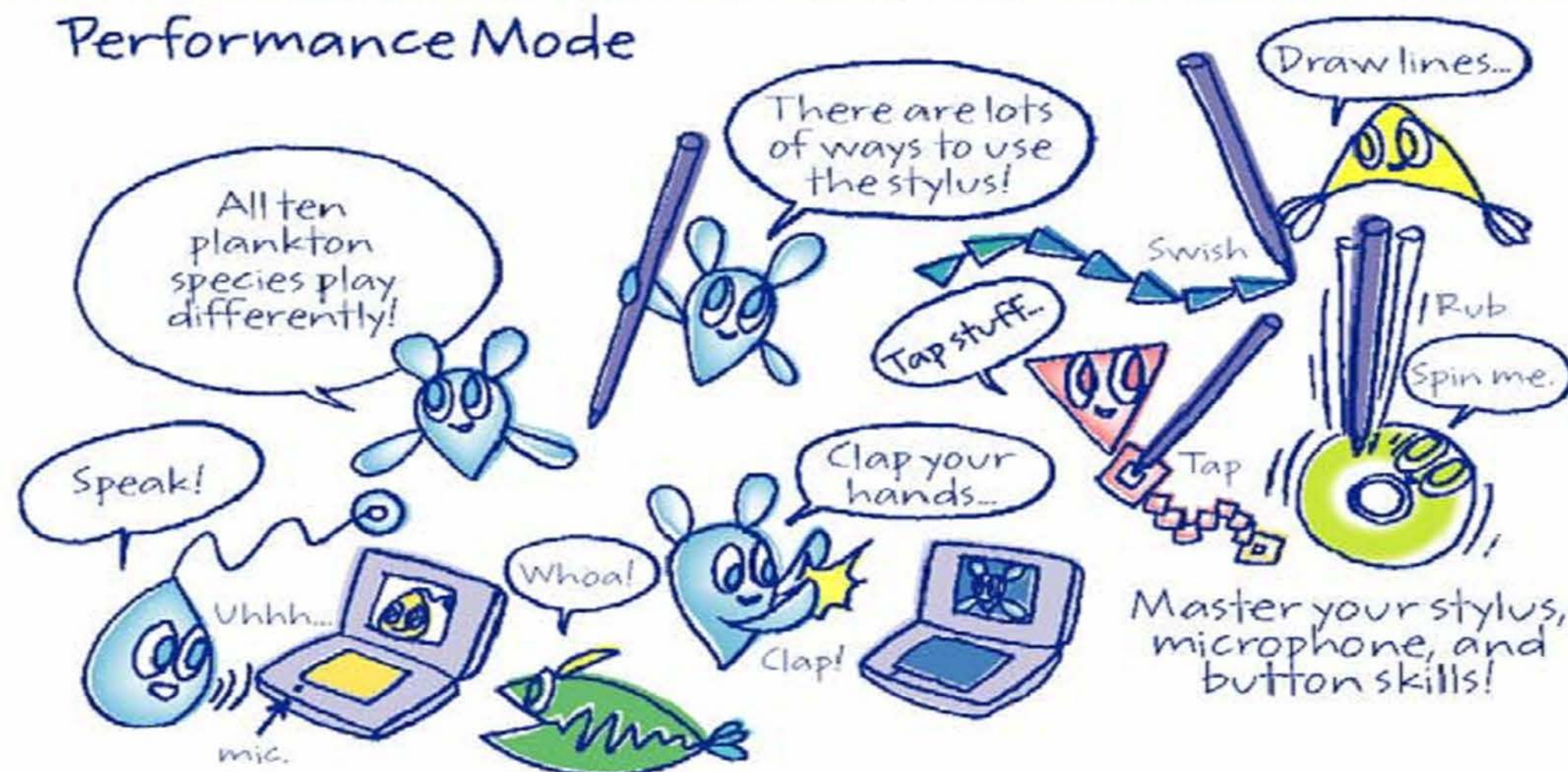
Then I can take a break...



A SELECT These buttons do different things with each plankton.

Press **B** to return to the selection screen.

Performance Mode



Play alone or have fun with your friends and family!

Rock out for a crowd!



AUDIENCE mode

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

Press **L** to view the previous plankton.

Yep, just press **L** to go back to the last plankton.

The plankton that appears when you choose this mode will be random at first. After that, they'll appear in order.

Use the stylus, +Control pad, or the microphone to join the performance!

Press **B** to go back to the title screen.

Press **B** to stop looping.

Press **START** to pause.

Press **R** to advance to the next plankton.

Next!

We wanna make music for you!



Audience mode

If you're new around here, check out Audience mode!

What you see will come in handy when you play Performance mode!

Whoa! I can do that?!

Crazy!

Hummm

Hummm

We make all kinds of sounds! Oh, and we can speak, too!

Use ambient sounds like

traffic noise and animal sounds.

Listen again and again!

You can also join in the performance in Audience mode!

Let's play together!

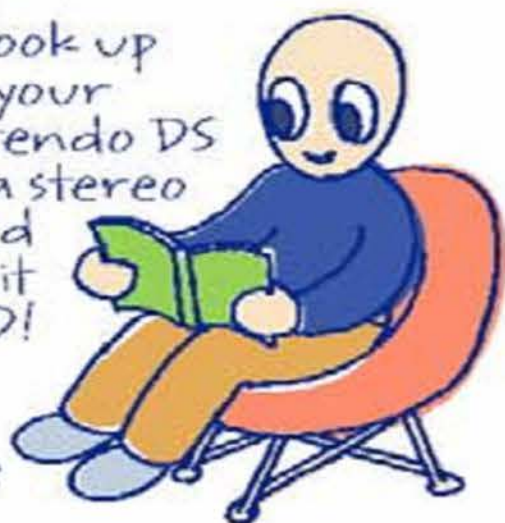
Hummm

Hummmmm

You'll see a different performance every time!

Hook up your Nintendo DS to a stereo system and listen to it like a CD!

Connect them using the audio jack.



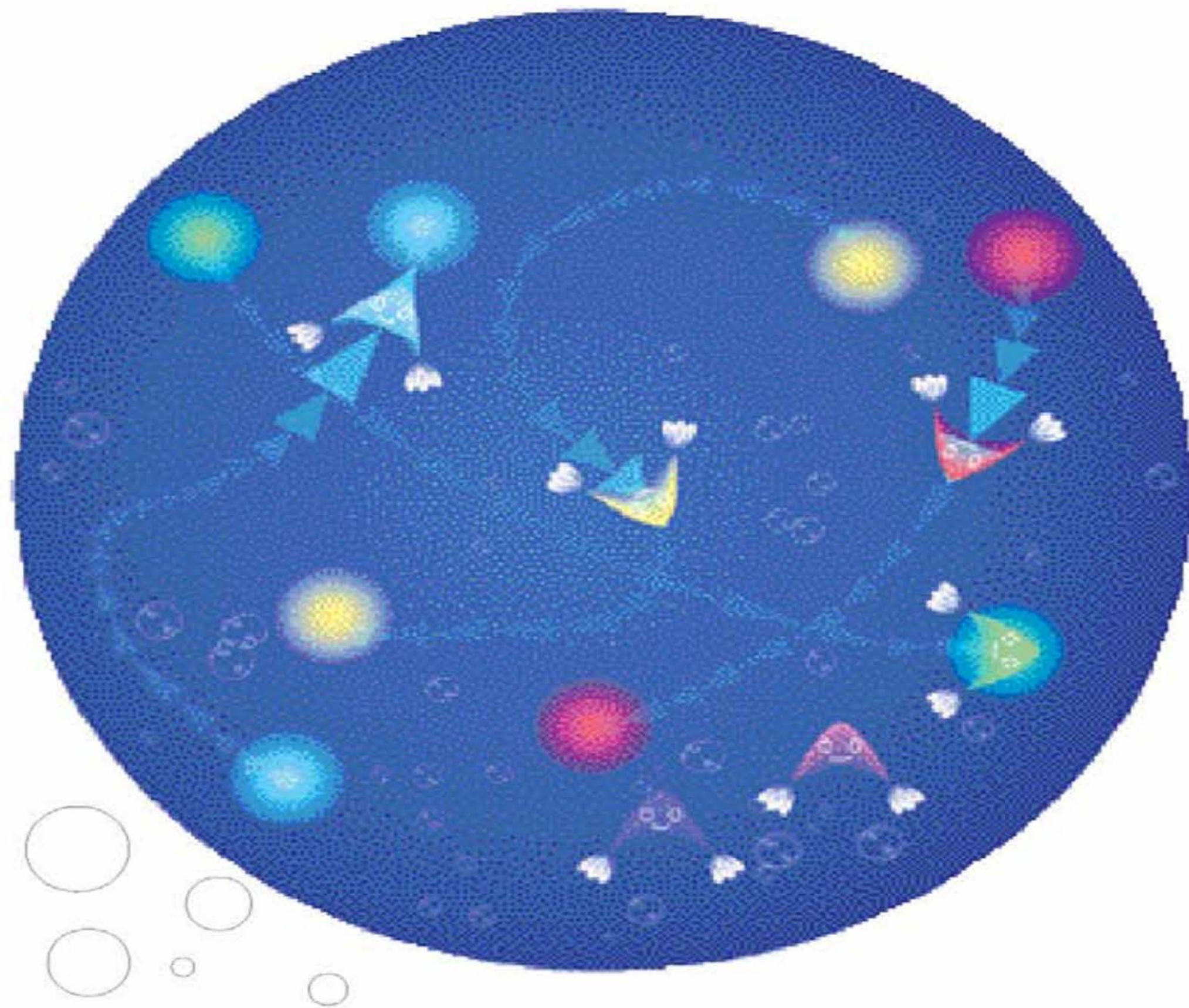
01

Tracy

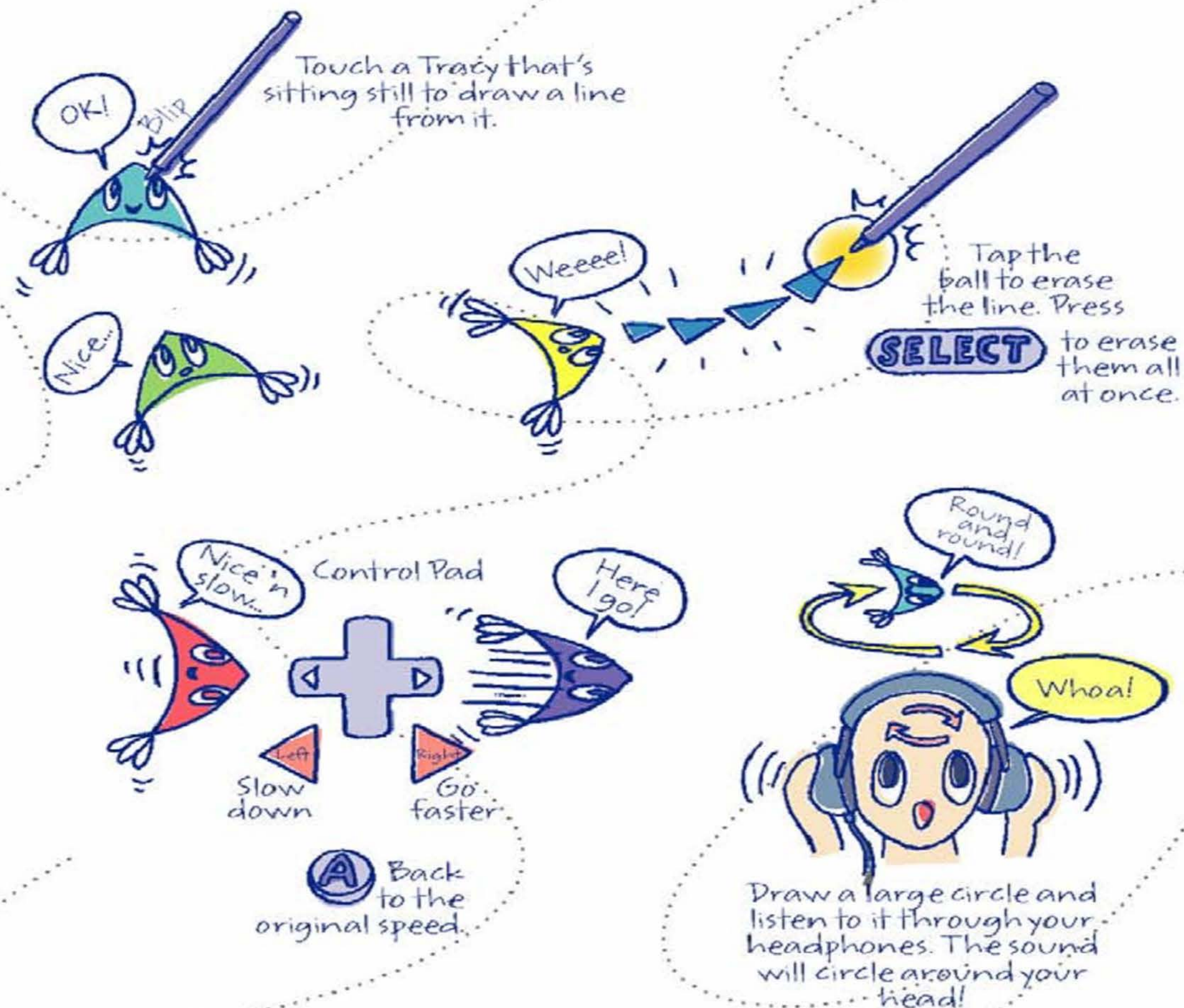
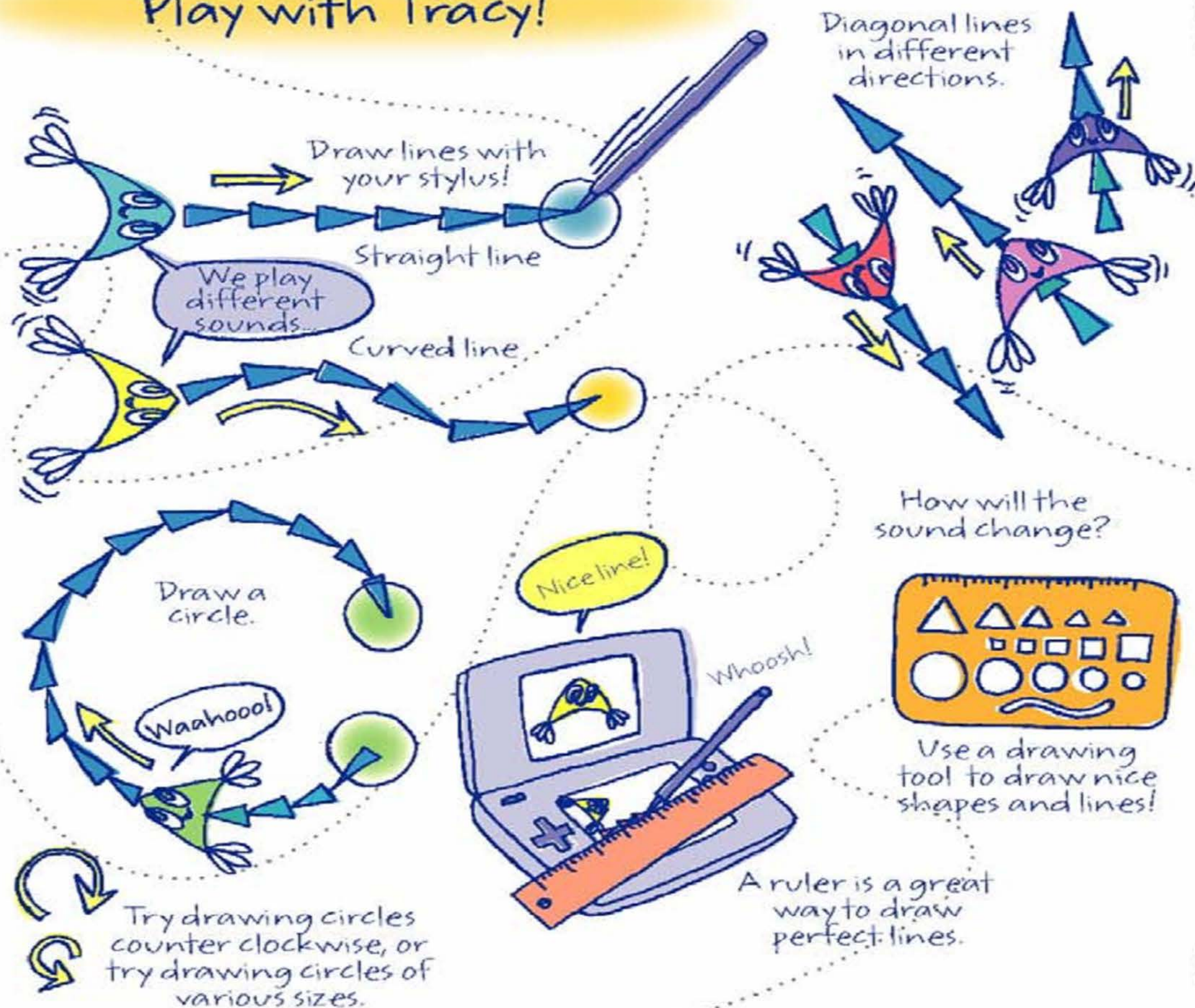
Trace lines through the water. The plankton swim along the lines to create mysterious music.

Tracy

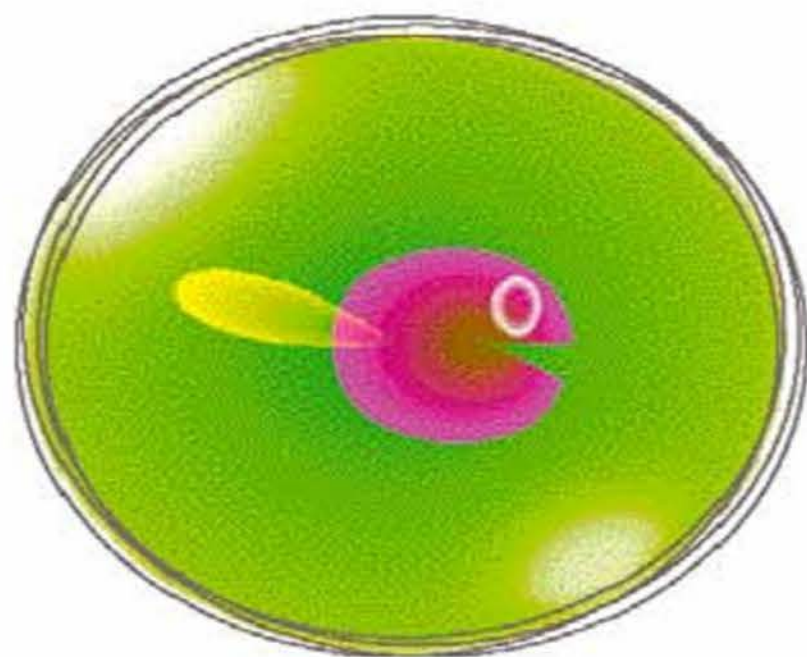
Tracy plankton make sounds as they swim over graceful lines made up of linked triangles. The creature's name comes from the fact that they follow the lines you trace along the water. There are six types of Tracy in all, each with a unique color and sound. All Tracy plankton produce different tones depending 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!



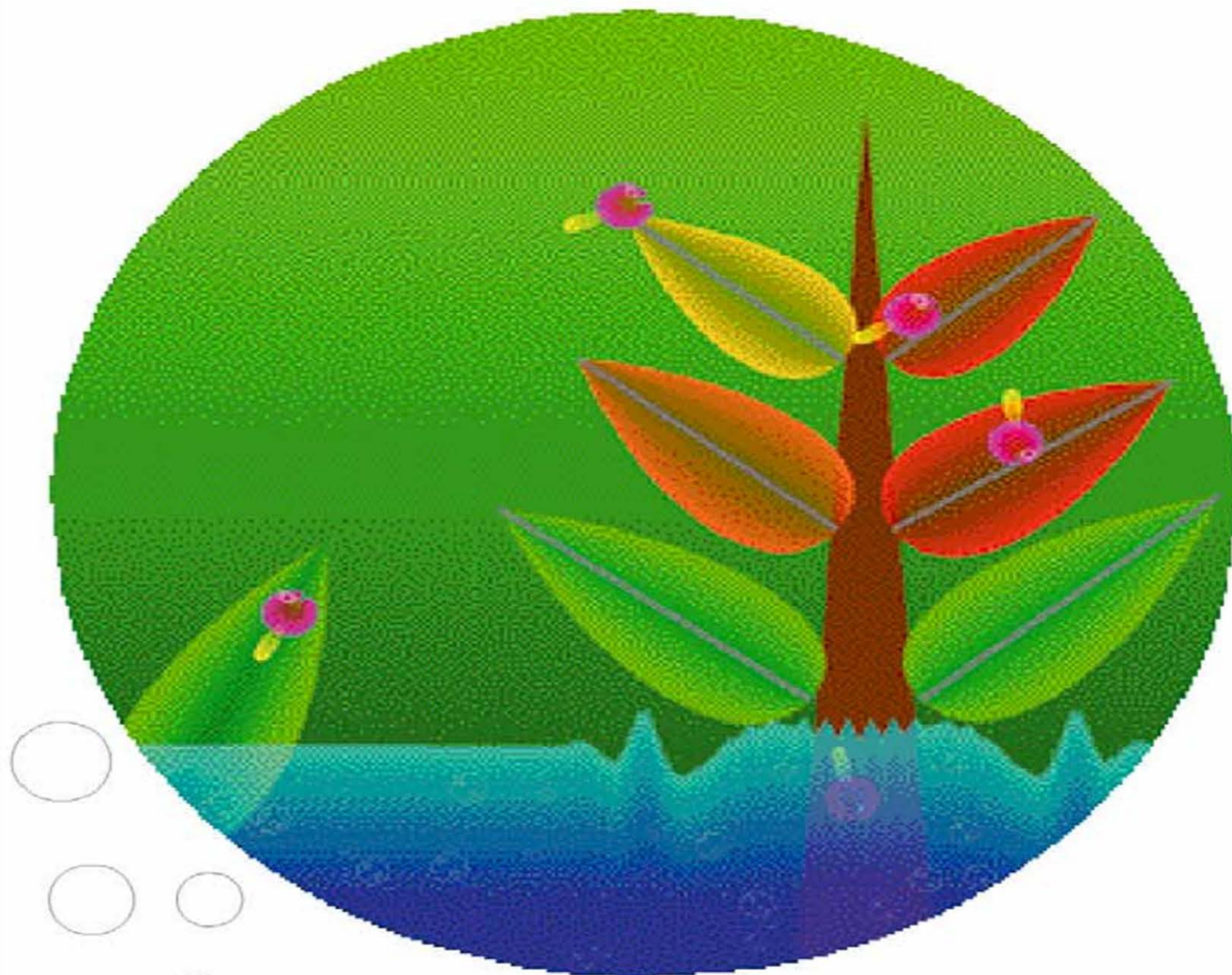
02

Hanenbow

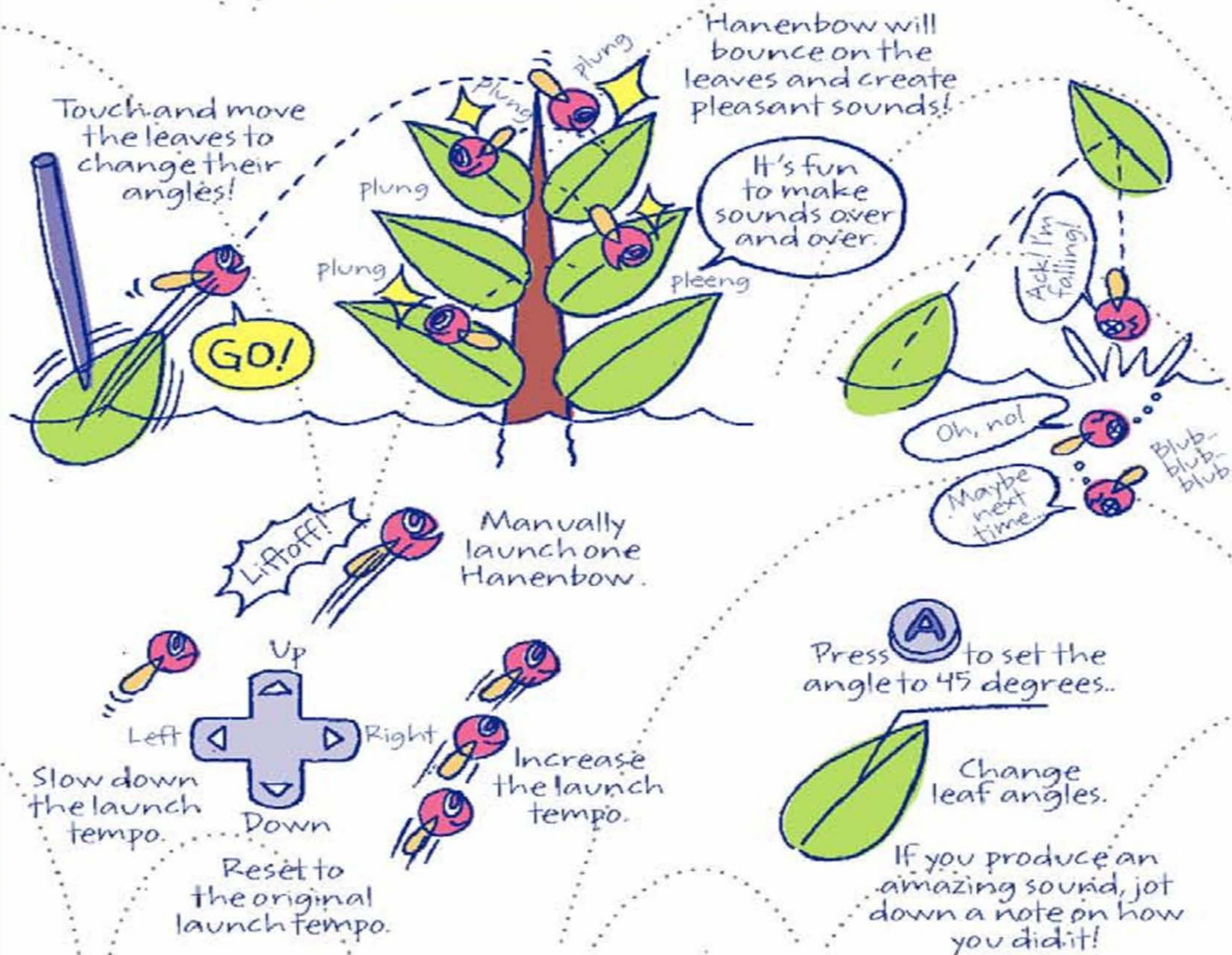
The plankton launch toward the leaves. They make noise as they bounce. Toy with the angles of the leaves.

Hanenbow

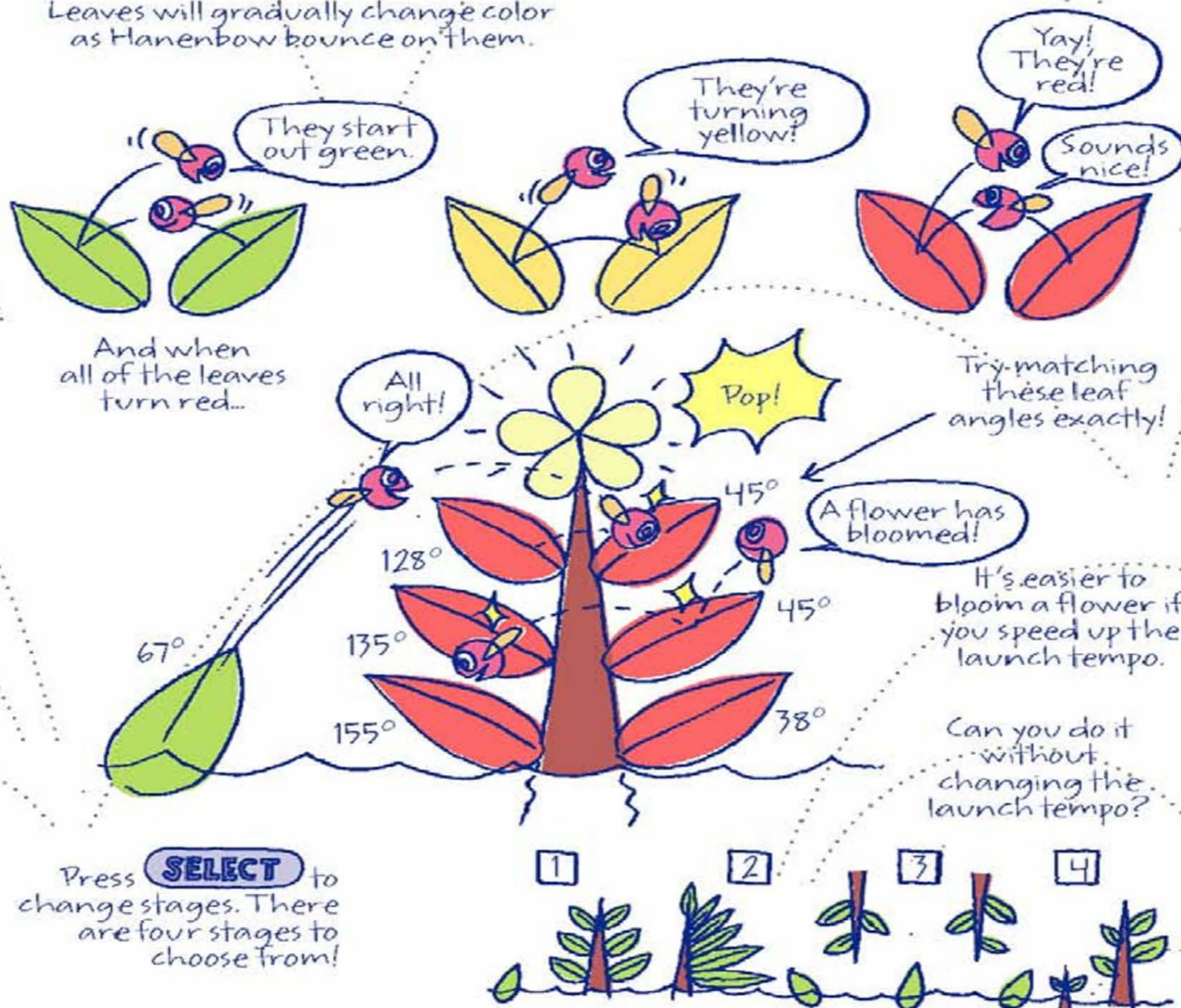
Normally an aquatic creature, Hanenbow sometimes use floating leaves to launch themselves out of the water, creating strange sounds and melodies as they bounce off of leaves. Entire schools of Hanenbow have been known to launch out of the water, one after another! As a leaf is repeatedly hit by flying 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.



Play with Hanenbow!



Leaves will gradually change color as Hanenbow bounce on them.



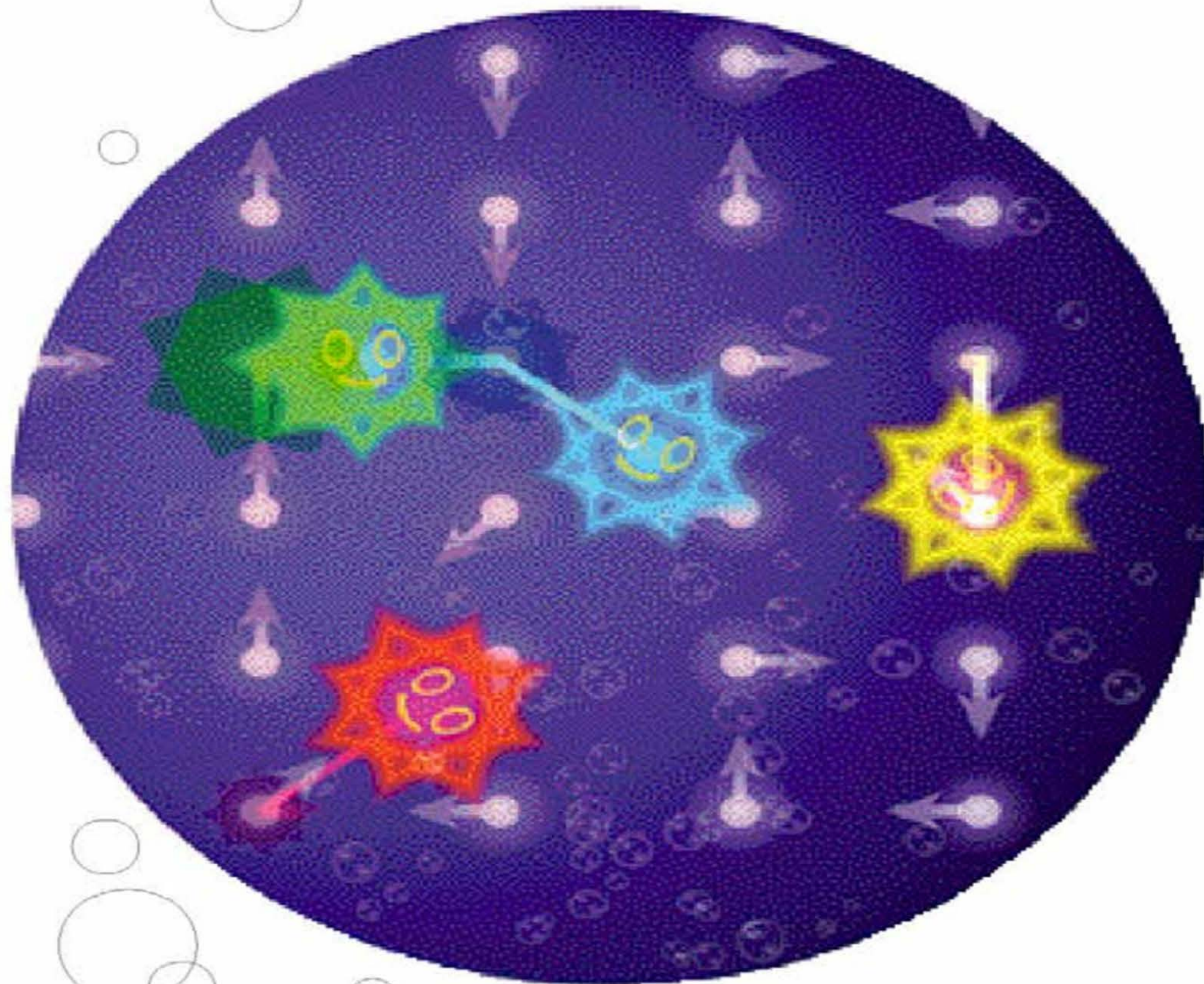
03

Luminaria

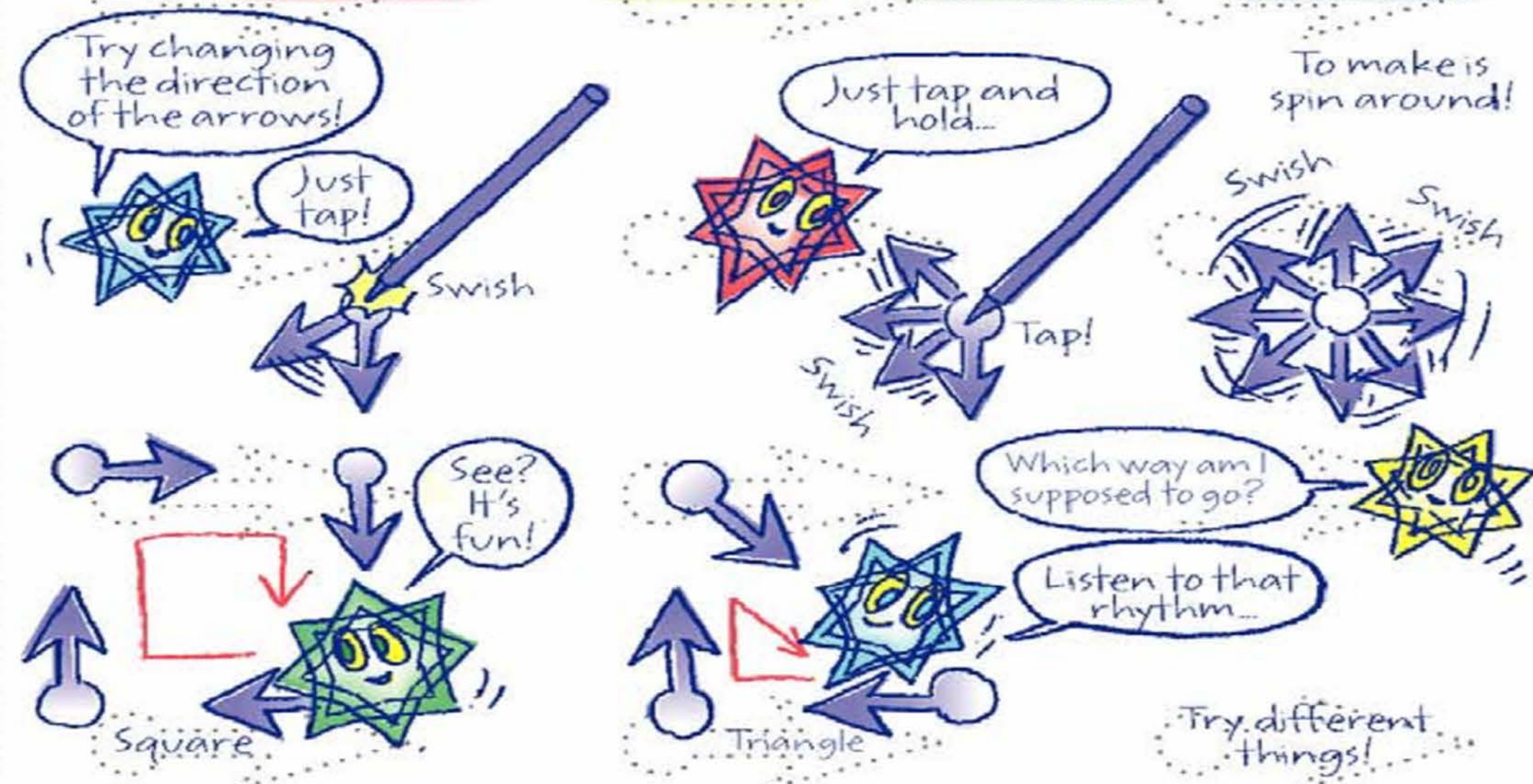
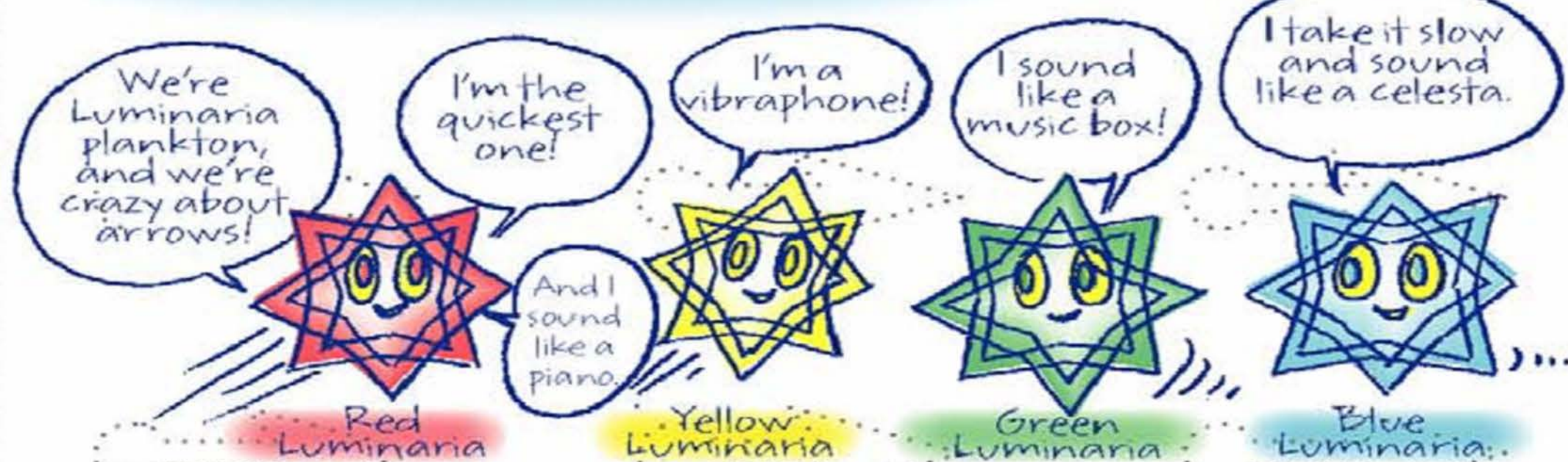
Lightly touch the arrows to change their direction. The plankton follow the arrows.

Luminaria

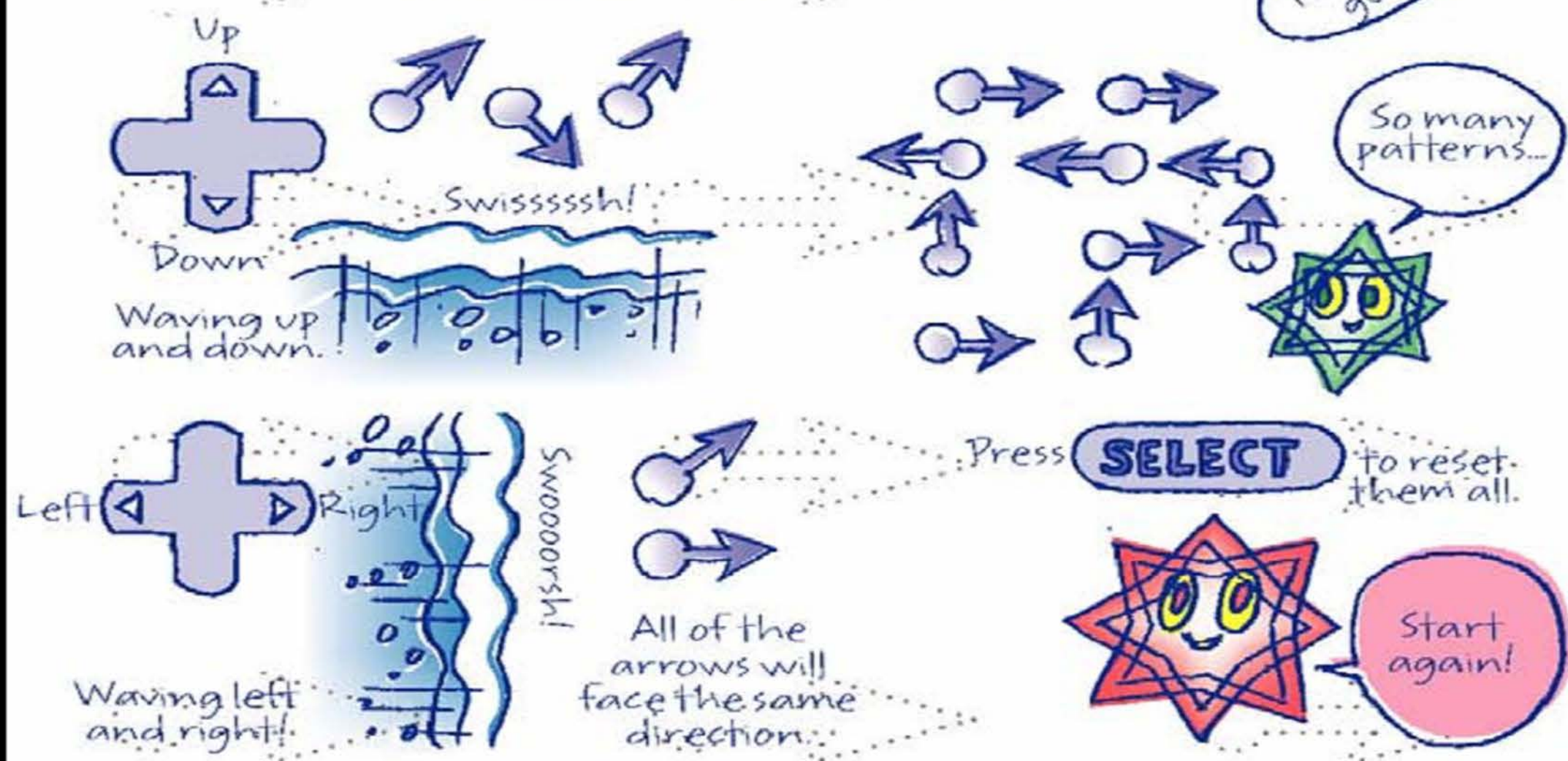
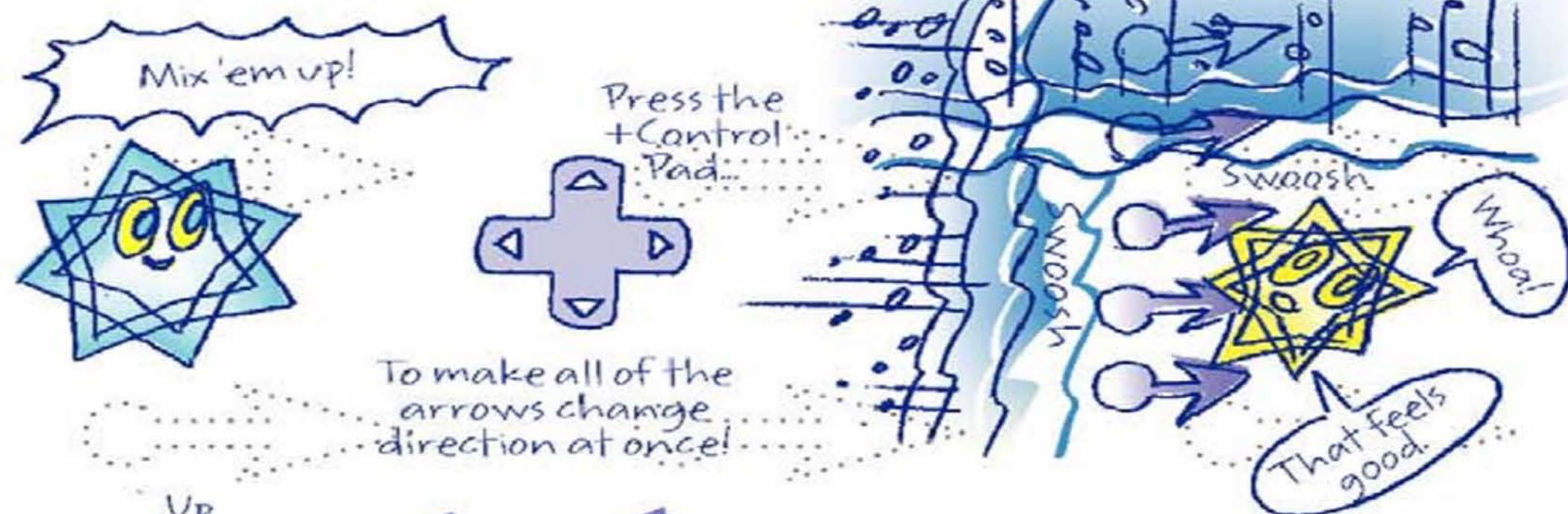
Luminaria plankton are famous for their habit of perfectly following arrow-shaped formations. The plankton spin as they move, changing direction as soon as they come in contact with an arrow that's pointing in another direction. The pitch of the sound they make changes depending on where the arrows are 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.



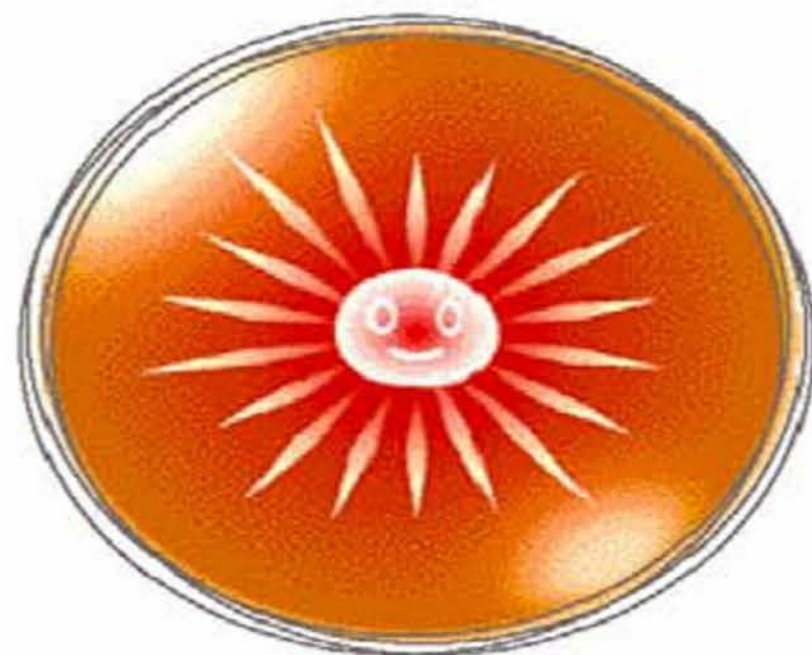
Play with Luminaria!



Once you've made some nice sounds...



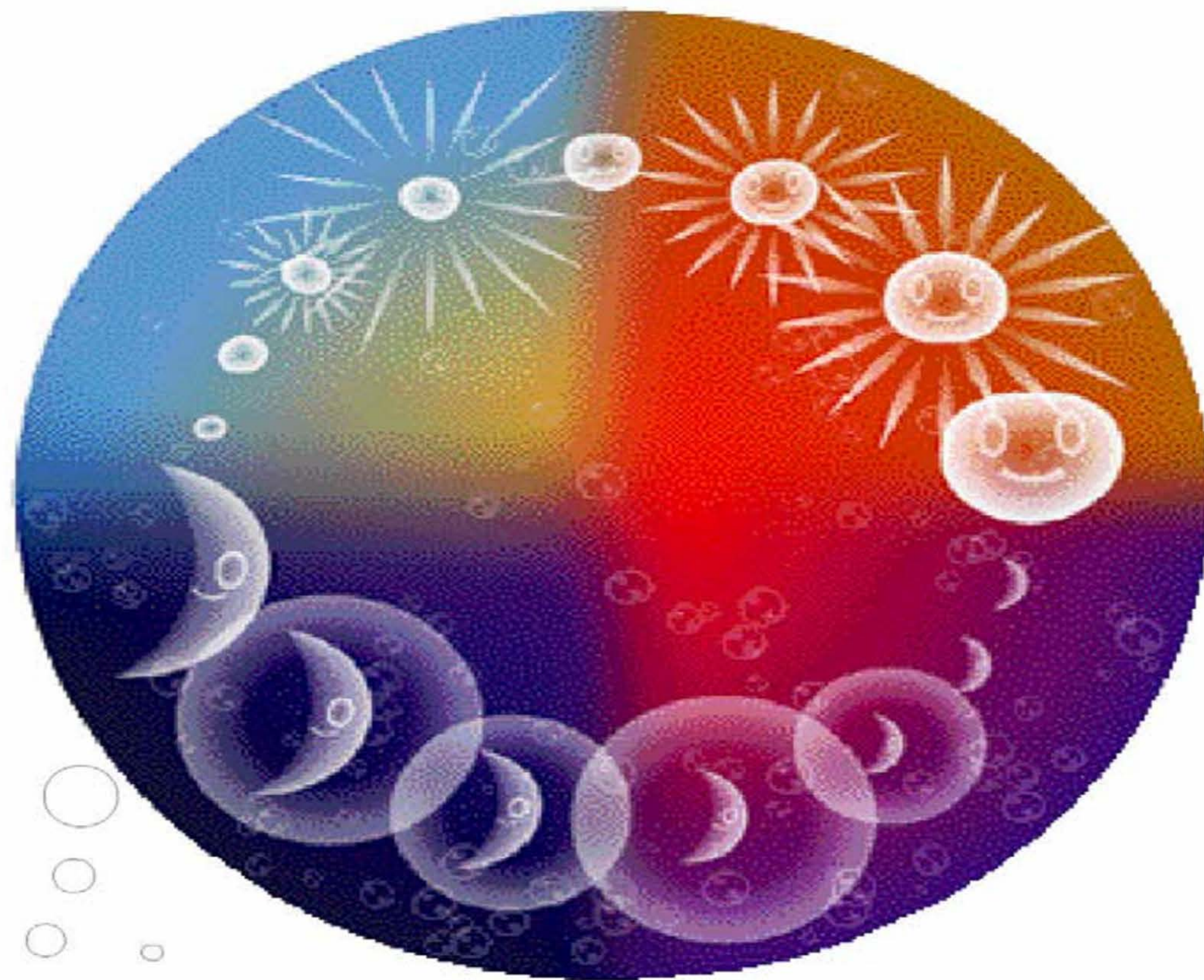
04

Sun-Animalcule

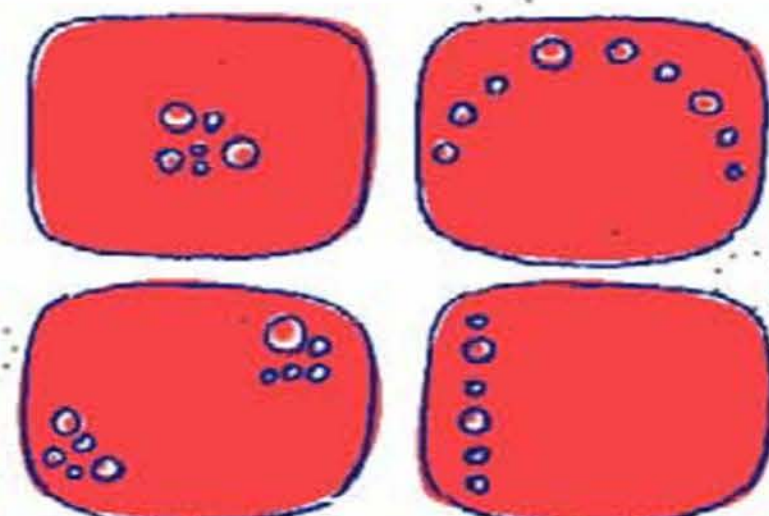
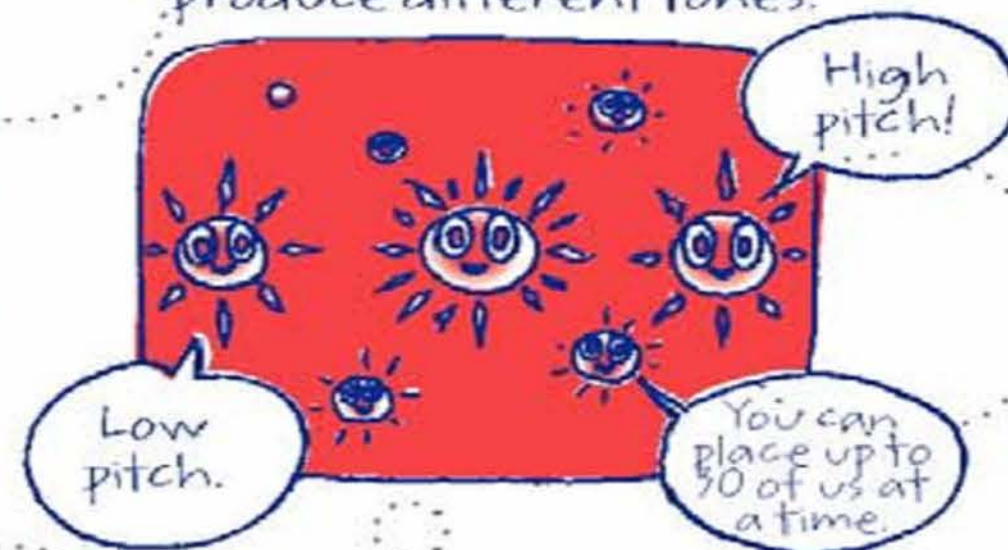
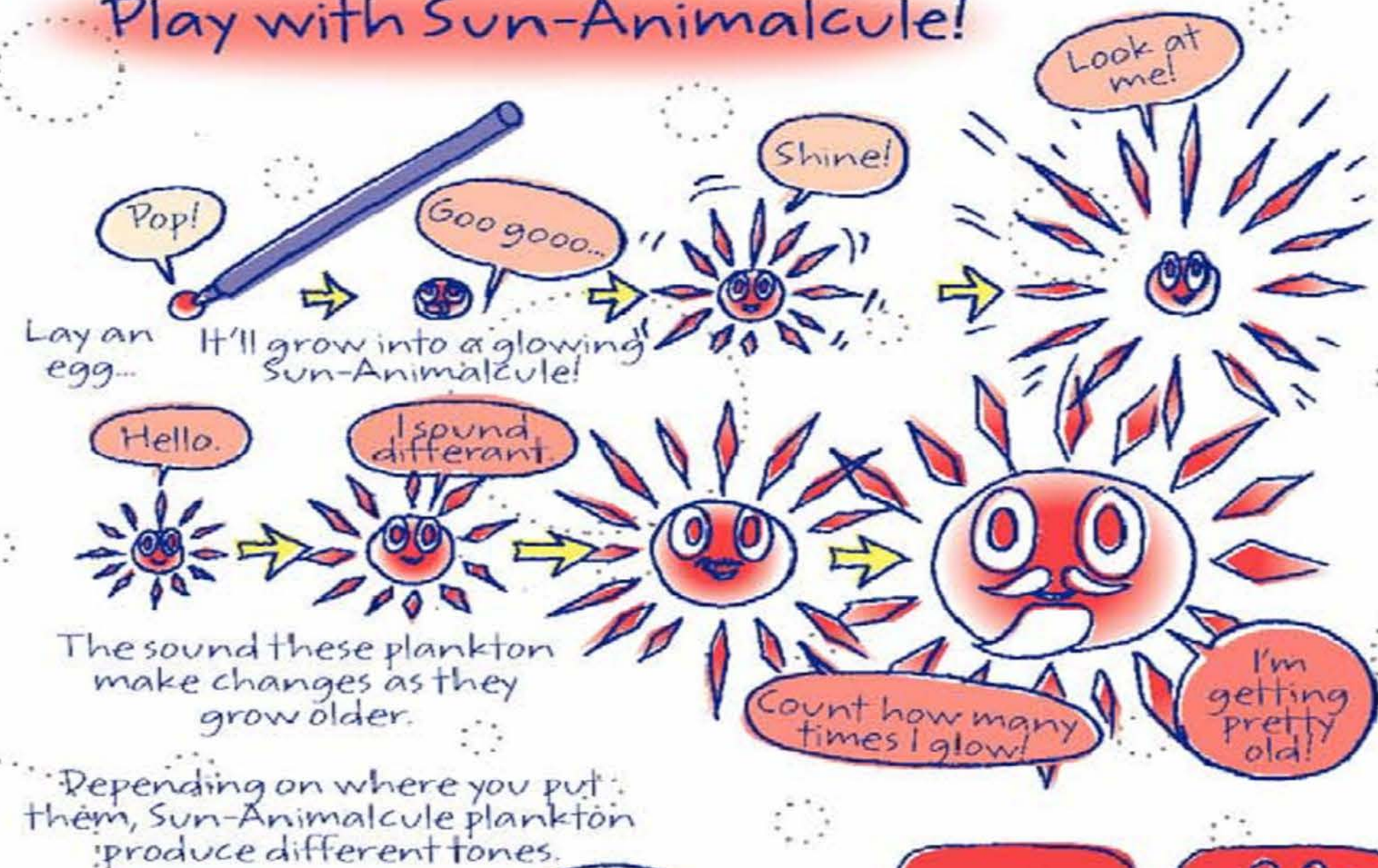
Use the stylus to place plankton eggs. These plankton emit light and sound as they grow.

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.

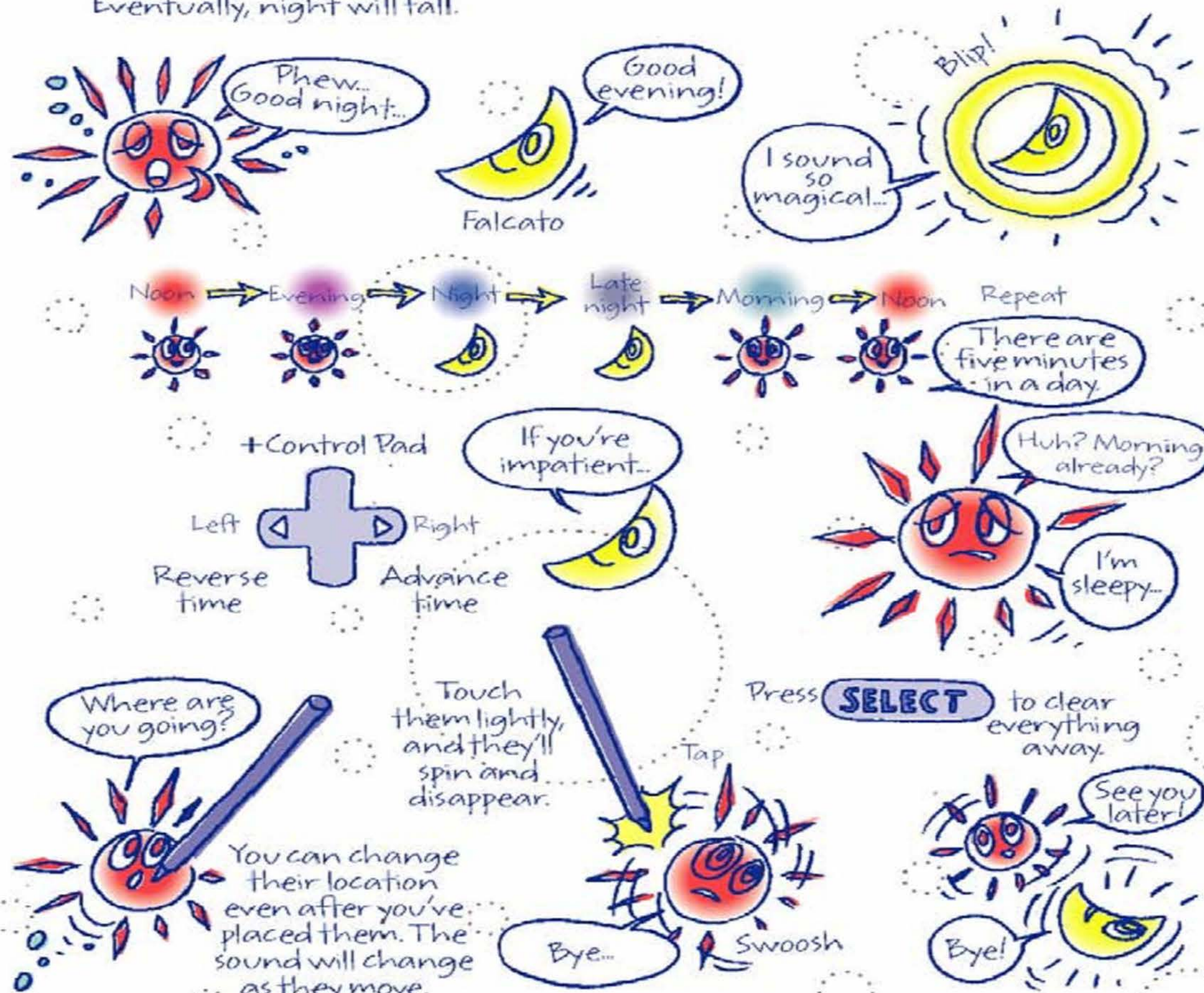


Play with Sun-Animalcule!

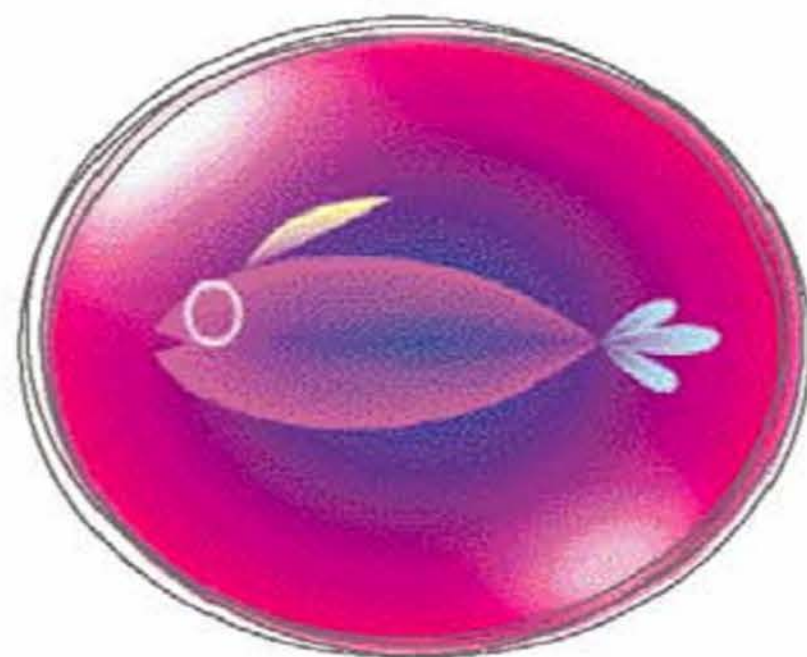


Try putting them in different places!

Eventually, night will fall.



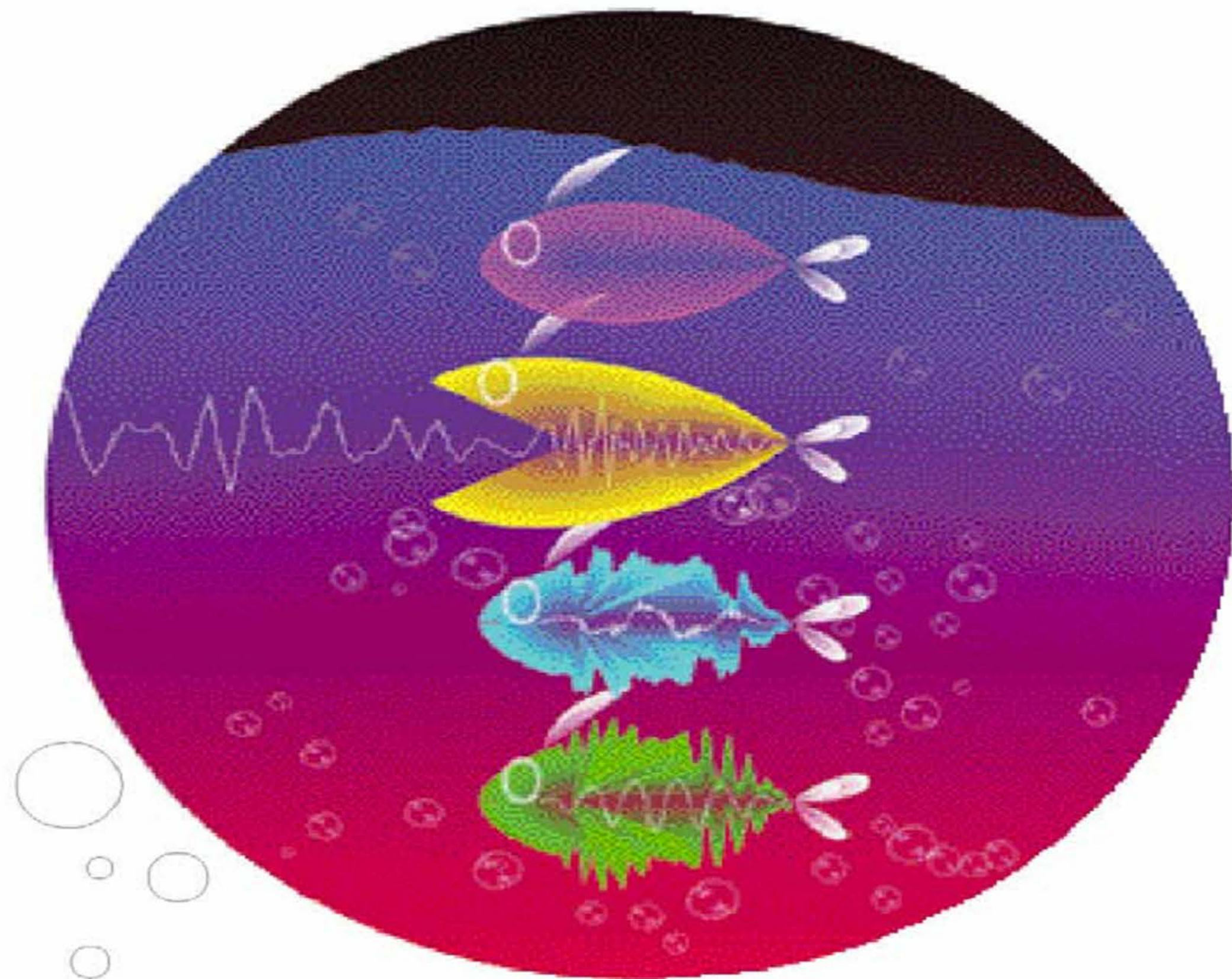
05

Rec-Rec

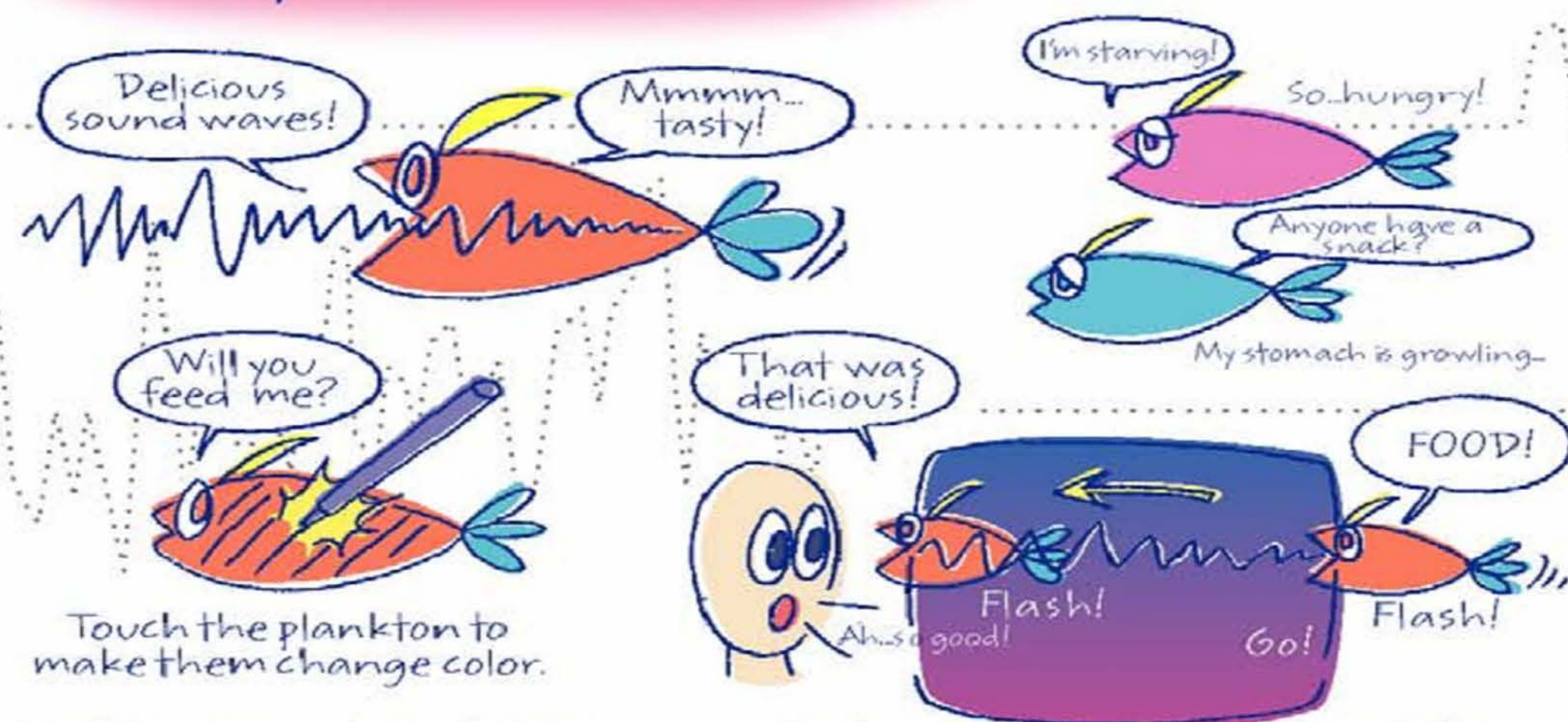
These plankton feed on sound. Tap them to change their color, and then speak when they flash.

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.



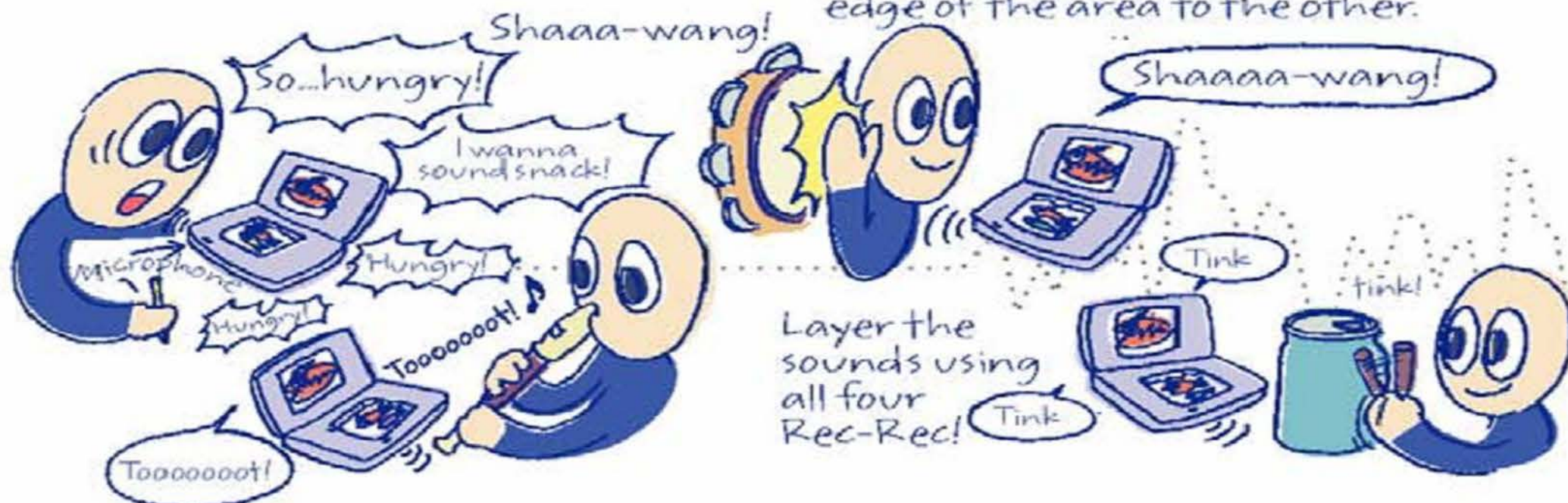
Play with Rec-Rec!



Touch the plankton to make them change color.

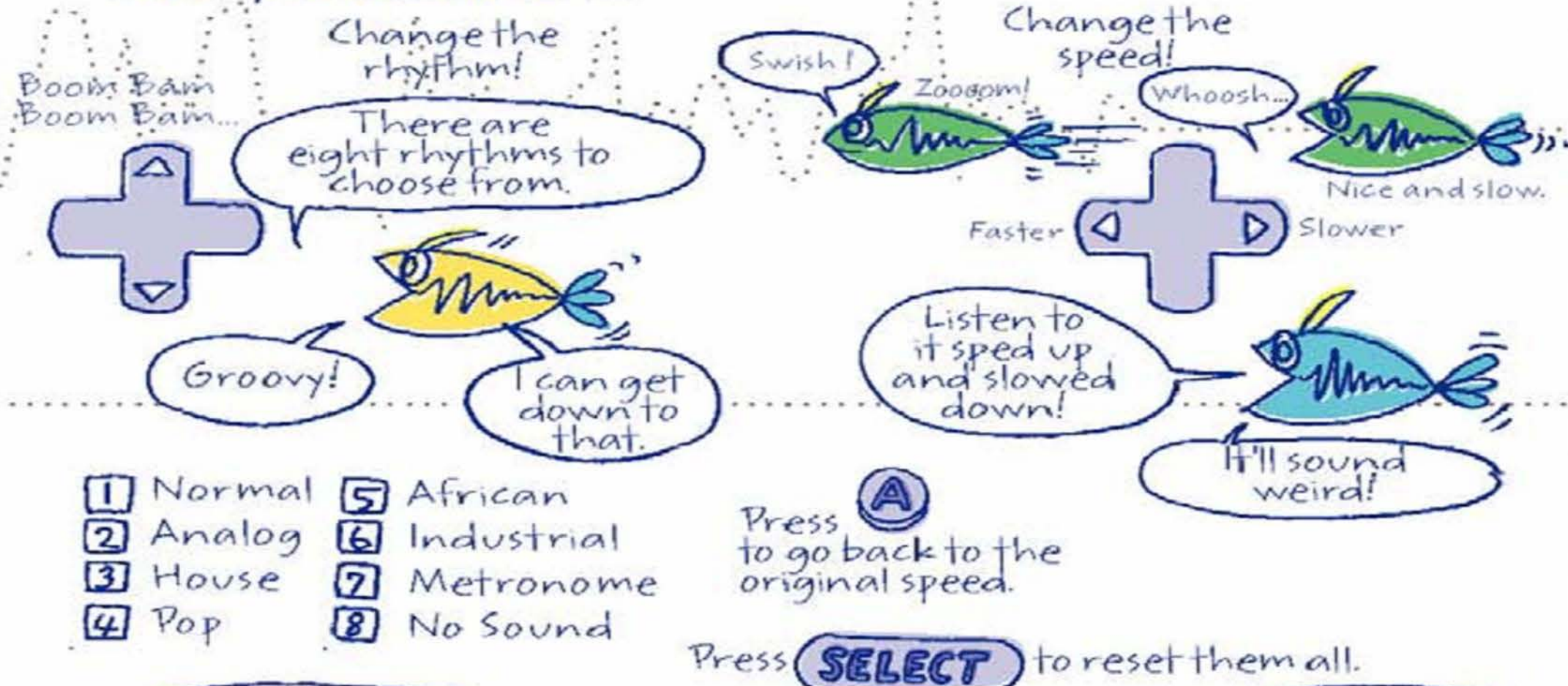
Feed them sounds and match them to the rhythm!

They'll eat every sound you make for four seconds as they travel from one edge of the area to the other.



Layer the sounds using all four Rec-Rec!

After you feed them...



- | | |
|----------|--------------|
| 1 Normal | 5 African |
| 2 Analog | 6 Industrial |
| 3 House | 7 Metronome |
| 4 Pop | 8 No Sound |

Check out my weird shape!

My body wiggles along with them!

Check it out on the Top Screen.



Feed Rec-Rec all kinds of sounds—TV sounds and city sounds work great, but watch out for cars!

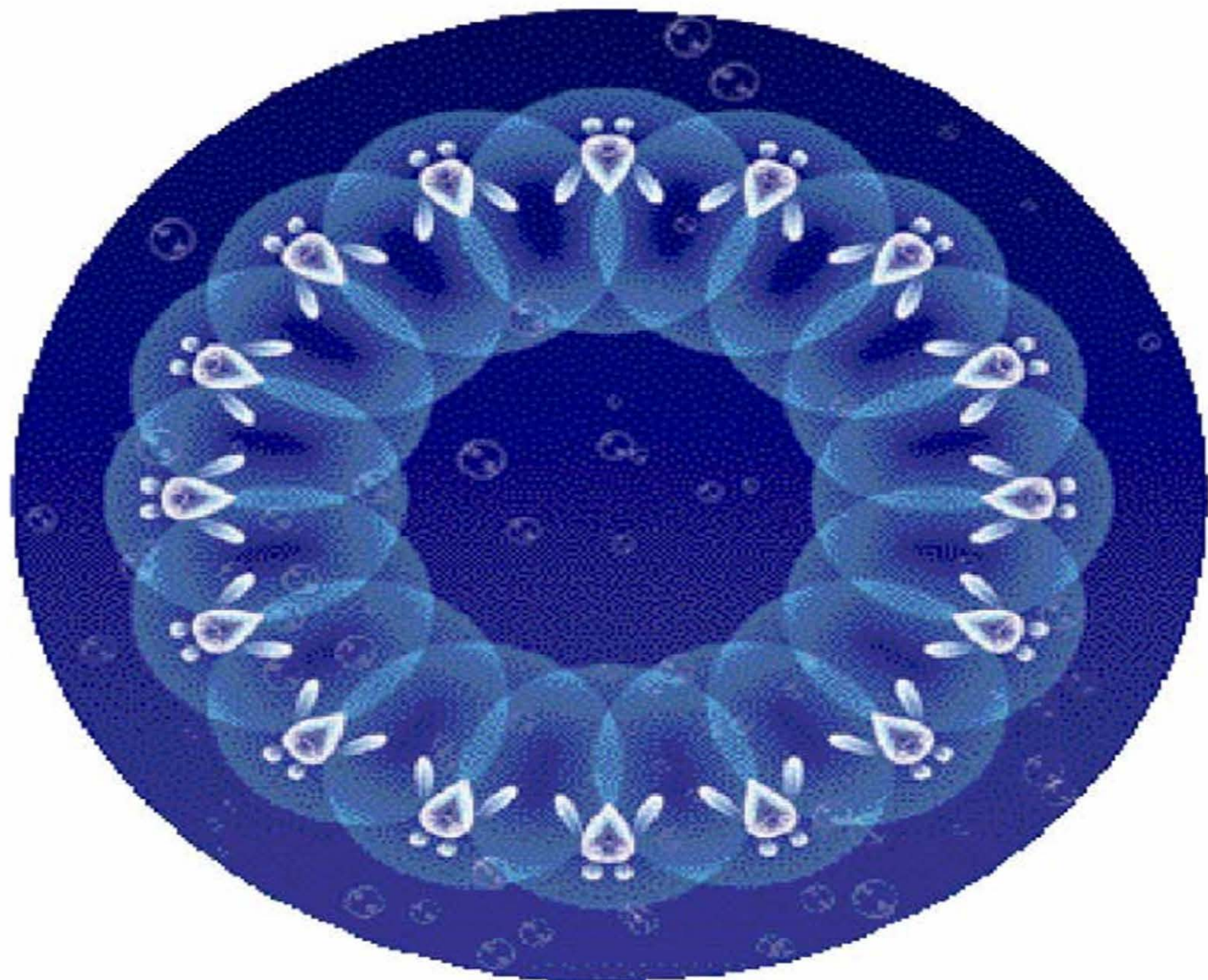
06

Nanocarp

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

Nanocarp

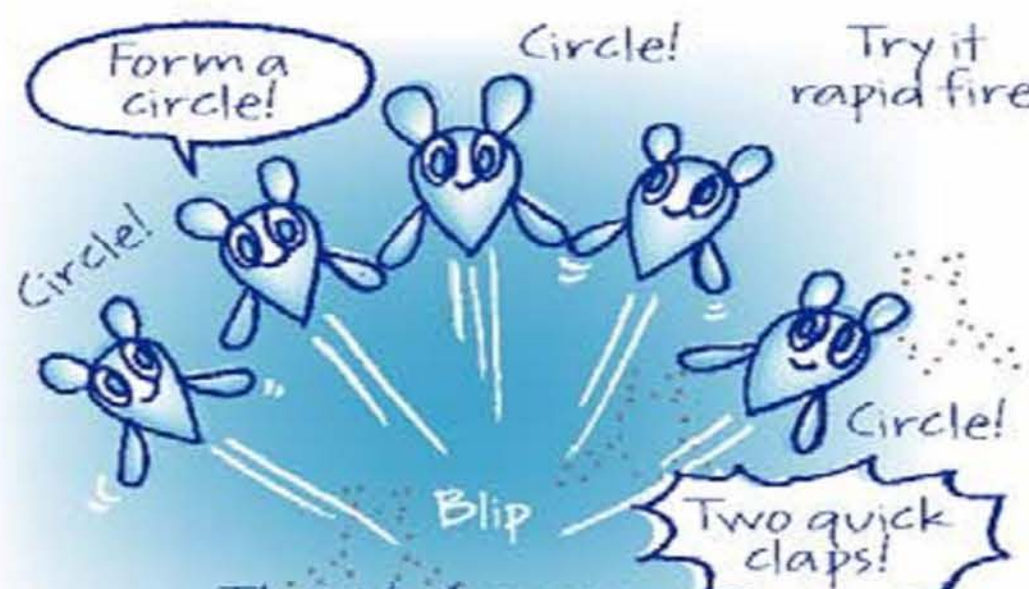
Nanocarp have very sensitive hearing. Sensing vibrations coming through water with the two ears on their head, these plankton can distinguish sound quality and frequency. They display very interesting reactions to the sound of humans clapping and breathing. Nanocarp are also excellent swimmers. They 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.



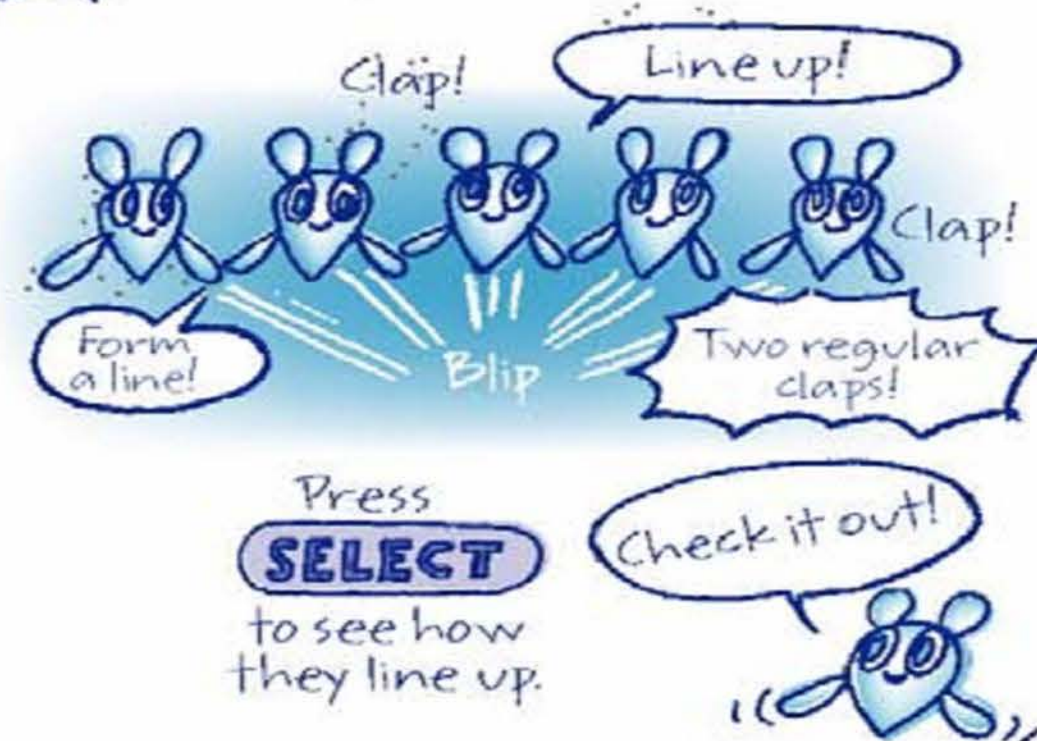
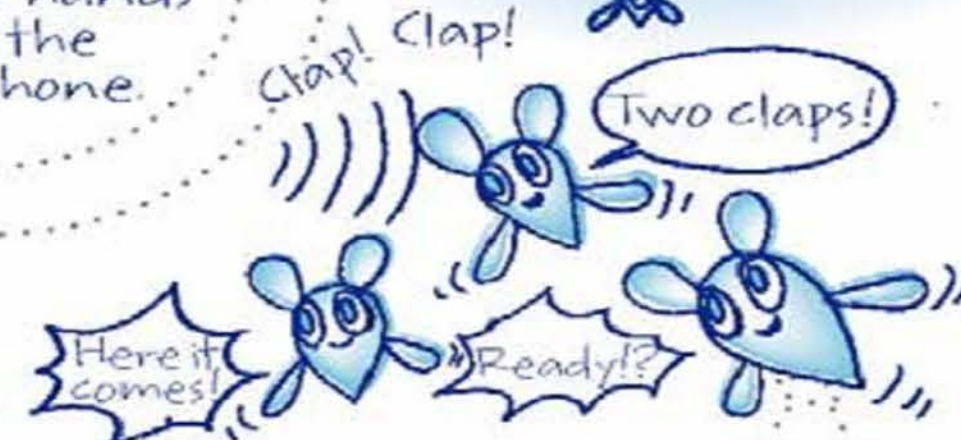
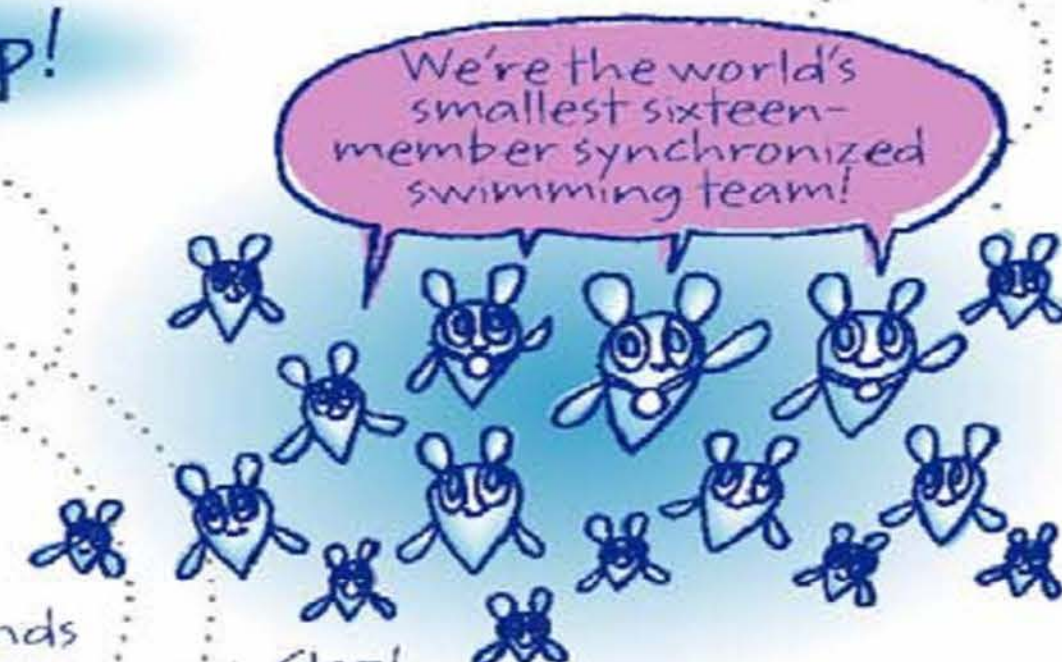
Play with Nanocarp!



Clap your hands near the microphone.



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



Once you've got them in formation...



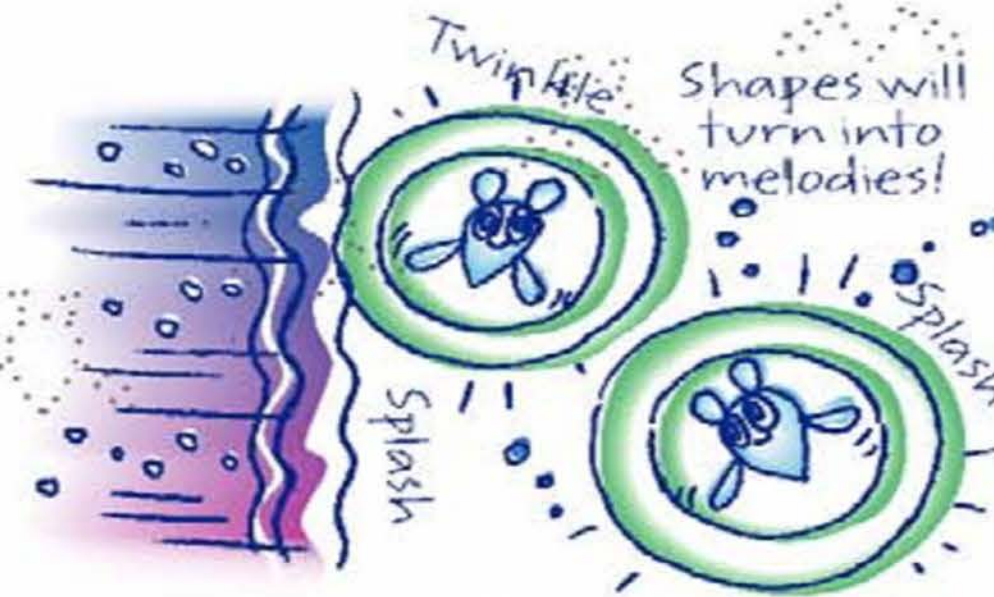
Press the + Control Pad up, down, left, or right to make waves



There are so many ways to line them up!






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

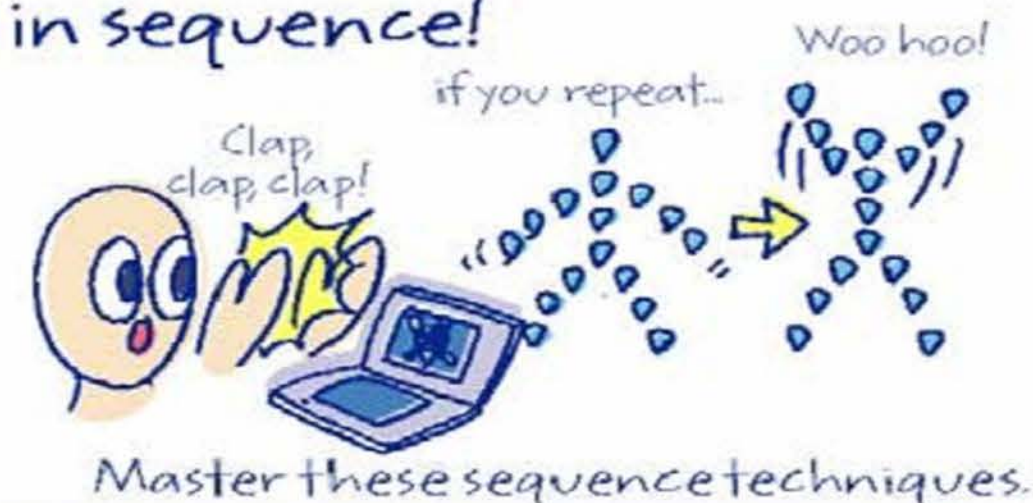




Learn to control Nanocarp formations like a master!



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.
Can you do it?	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 techniques in sequence!



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 technique) and then use the + to create a wave!	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 Fish	—
	♪ mi ♪ re ♪ do Bird	—
	♪ do ♪ mi ♪ so Apple	Apple turns into a leaf.
	Raise one octave Horse	Horse gallops.
	Lower one octave Snowman	—
	Gradually raise your voice Tree	—
	Gradually lower your voice	—

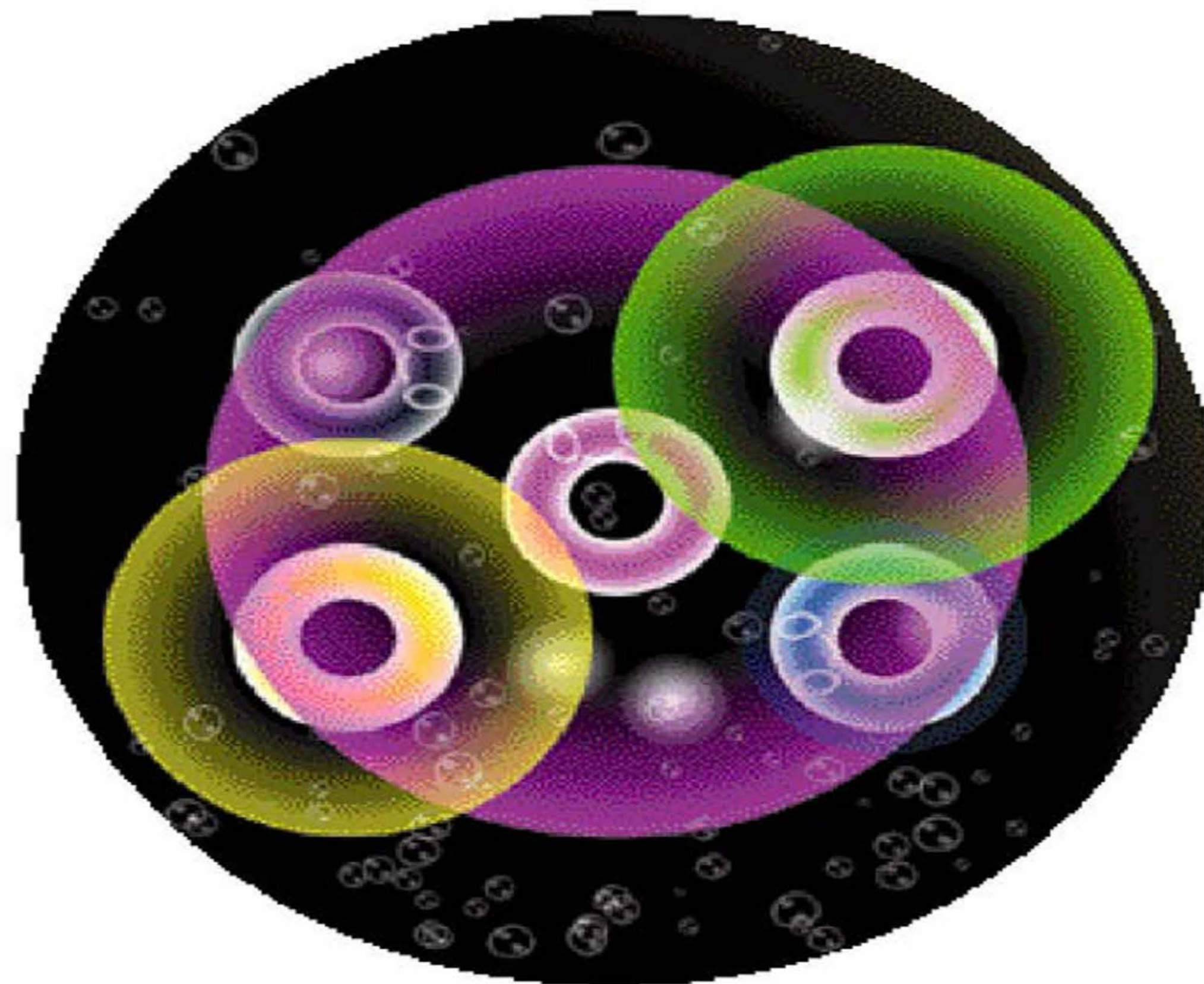
07

Lumiloop

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

Lumiloop

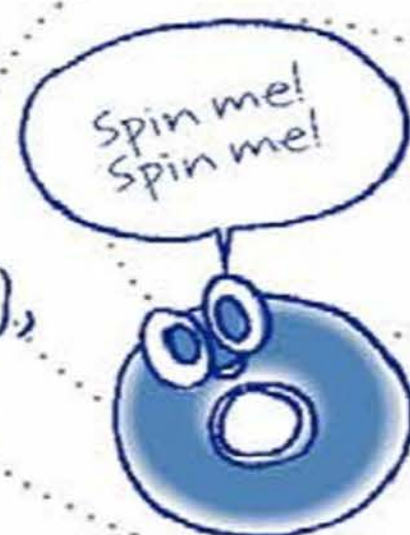
Lumiloop plankton are curious, donut-shaped aquatic creatures. While stationary, they have the ability to spin at a very high rate of speed. As they spin, the Lumiloop emit unique sounds and a fascinating ring-shaped glow. Lumiloop plankton seem to always grow in clusters of five. They produce sounds 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.



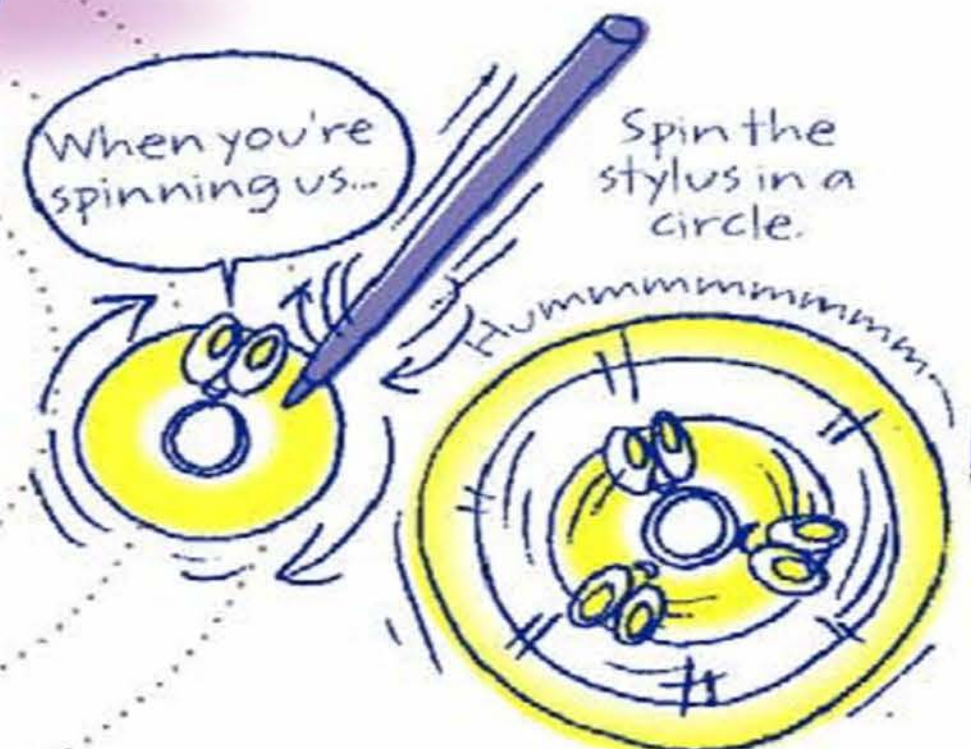
Play with Lumiloop!



We love to spin!



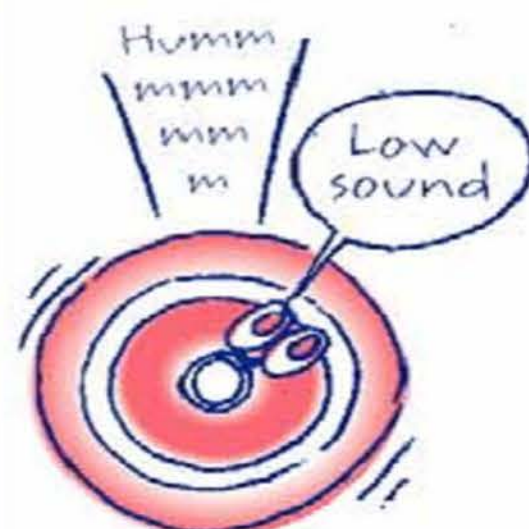
Spin me! Spin me!



When you're spinning us...

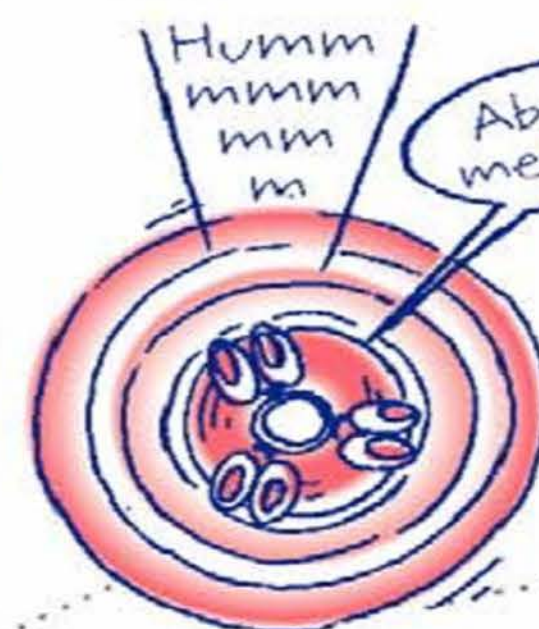
Spin the stylus in a circle.

As you spin them faster, the sound will get louder and the rings of light will get bigger.



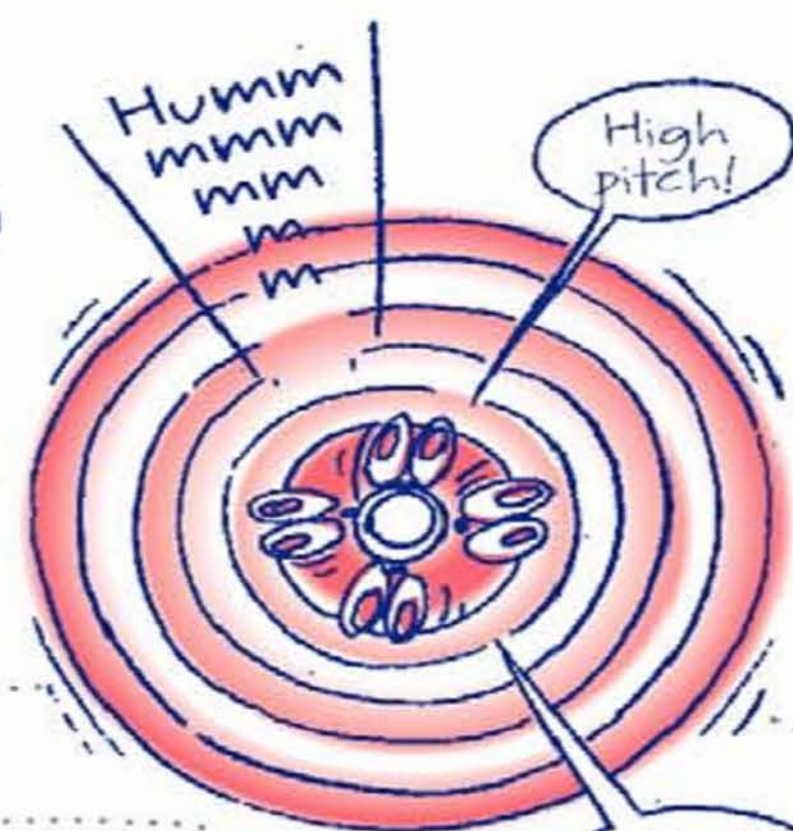
Humm
mmm
mm
m

Low sound



Humm
mmm
mm
m

About medium



Humm
mmm
mm
m

High pitch!

Uhhh...I'm getting dizzy!

The sound will raise an octave every time it does this. Each Lumiloop can emit three rings.

The sound changes depending on which direction you spin them.

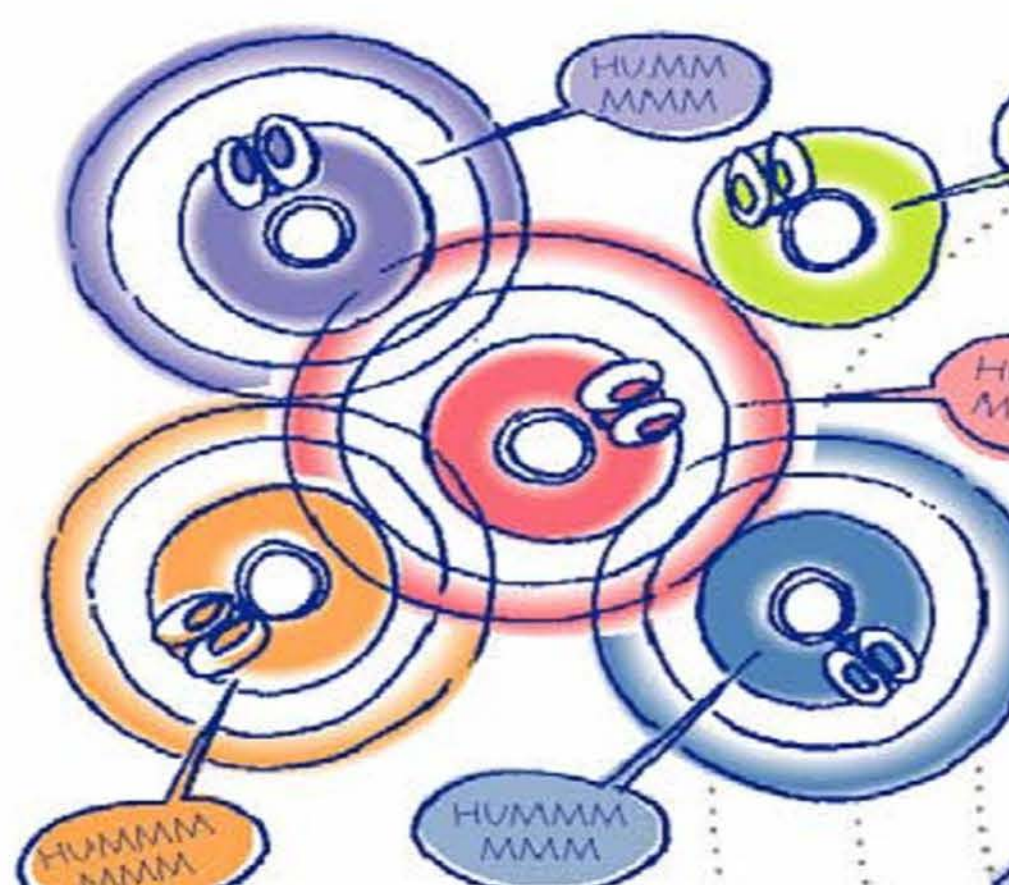


Oooh!



Humm
mmm

The ring changes color, too.



HUMM
MMM

That's pretty!

HUMM
MMM

HUMMM
MMM

HUMMM
MMM

Check out the overlapping colors and sounds!

Press **SELECT** to change stages. When you do this, the sounds the Lumiloop make and the background color change. The overlapping colors become even more dazzling!

Use multiple DS systems to experience an amazing Lumiloop session!



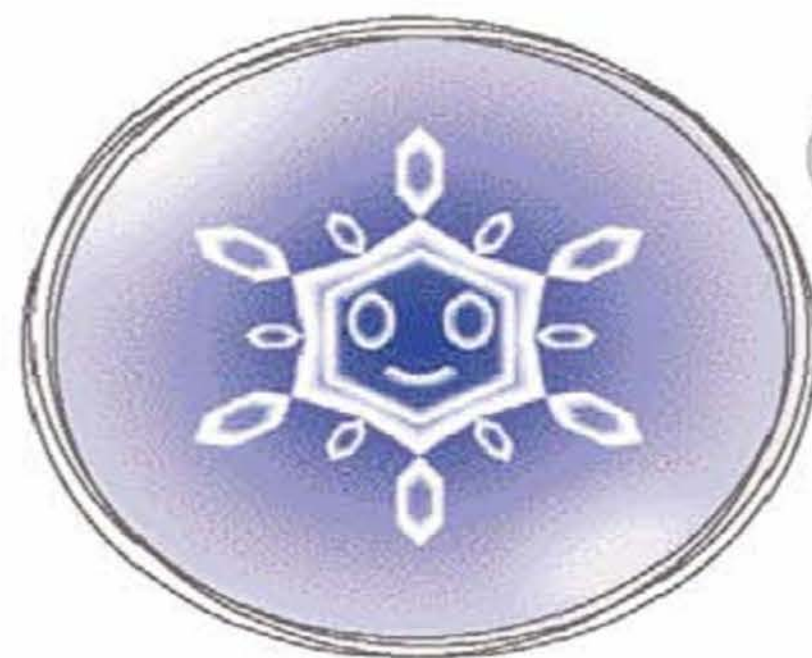
Oooh, I'm so happy!

HUMM
MMM



The sounds will be in 3D!

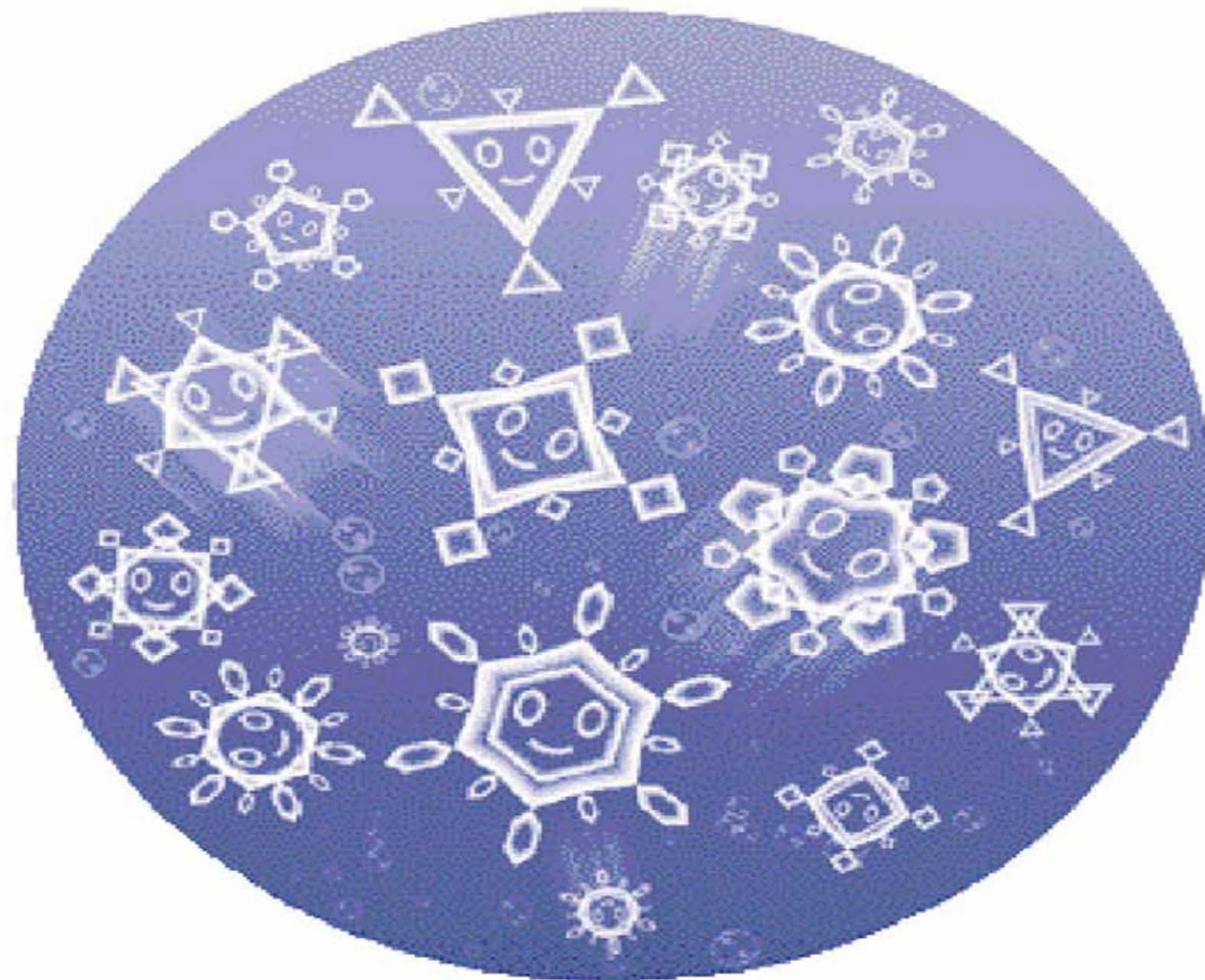
08

Marine-Snow

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

Marine-Snow

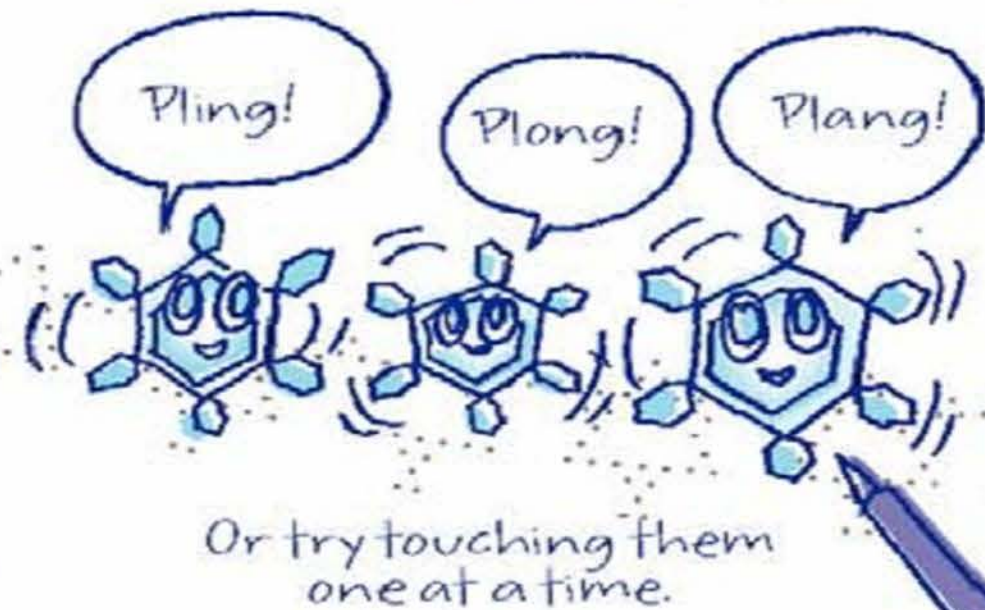
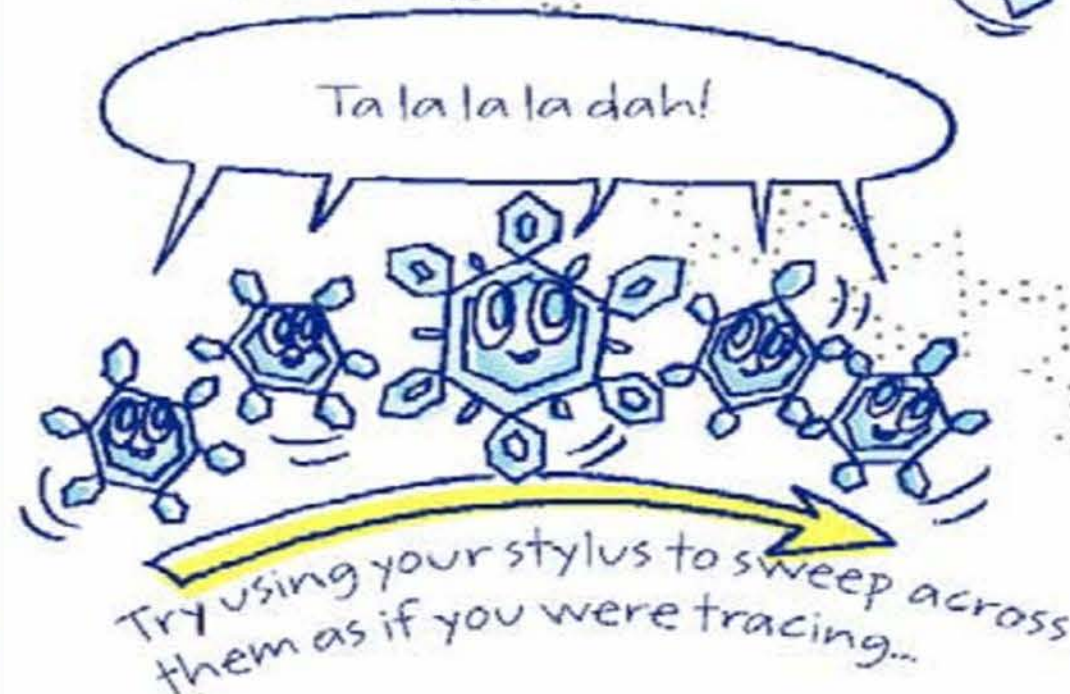
Resembling delicate snow crystals, Marine-Snow plankton elegantly float on the surface of the water. The plankton get their name from their distinctive snowflake shape. They grow in clusters of 35 and line up in very orderly formations. When stimulated, Marine-Snow plankton spin and produce vibrant sounds. 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 tone of the sound they make changes depending on the shape of the Marine-Snow plankton's body.



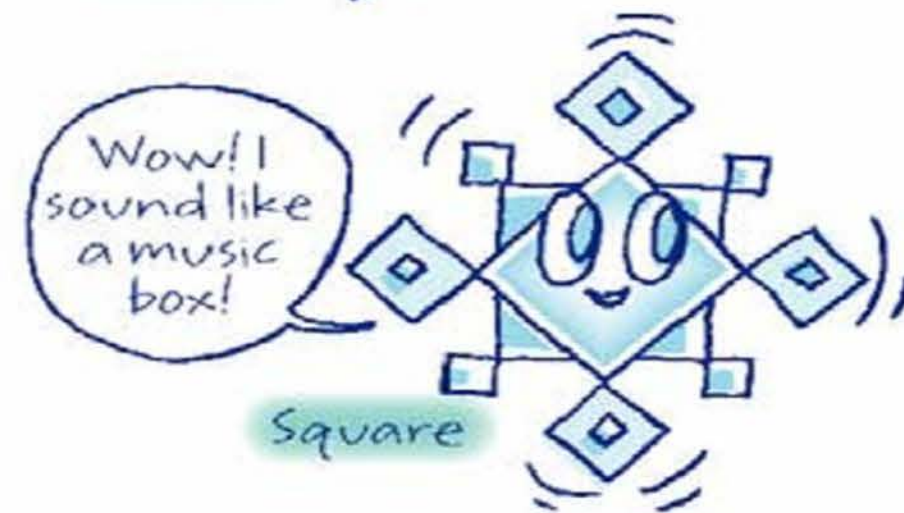
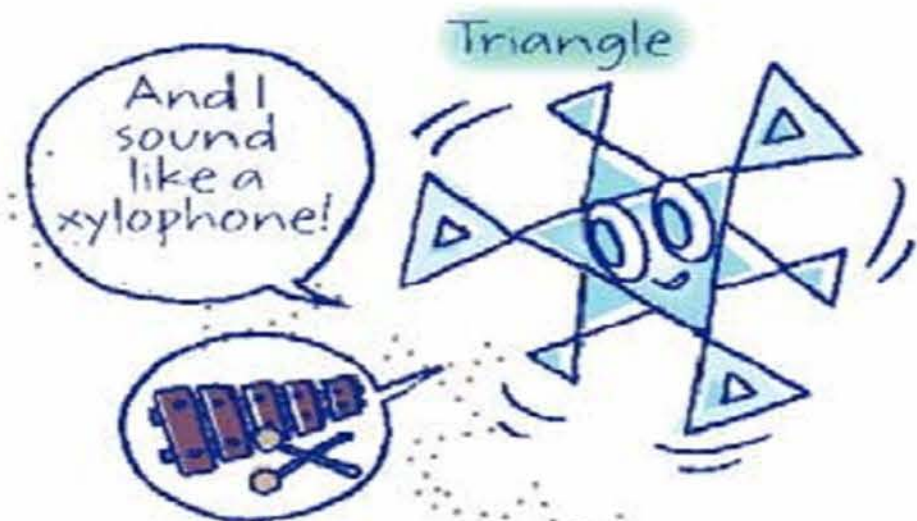
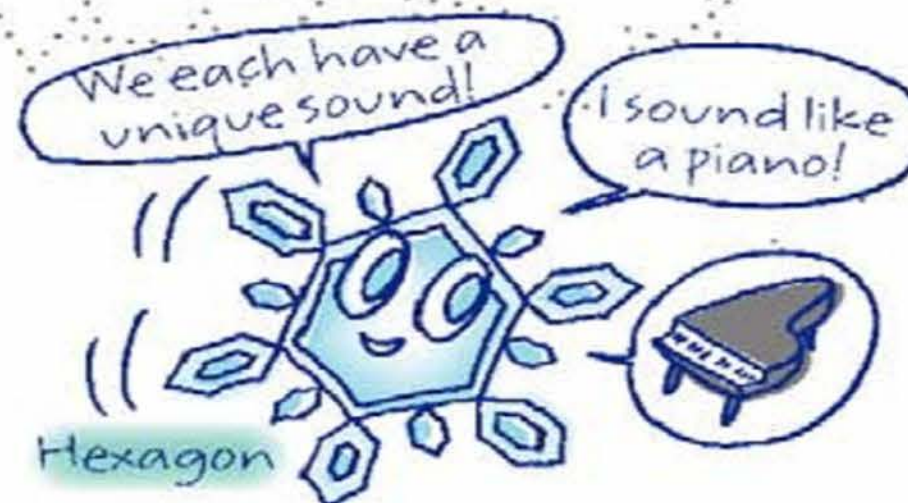
Play with Marine-Snow!



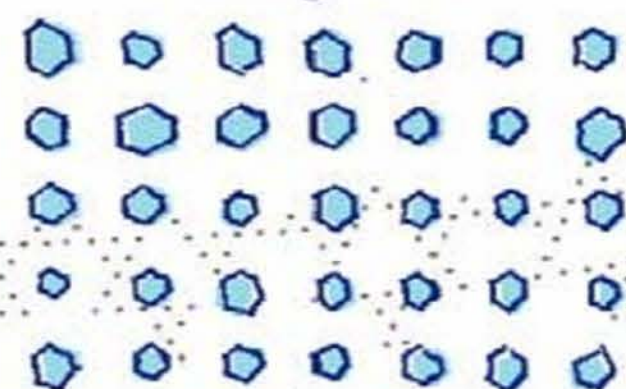
When you tap them repeatedly...



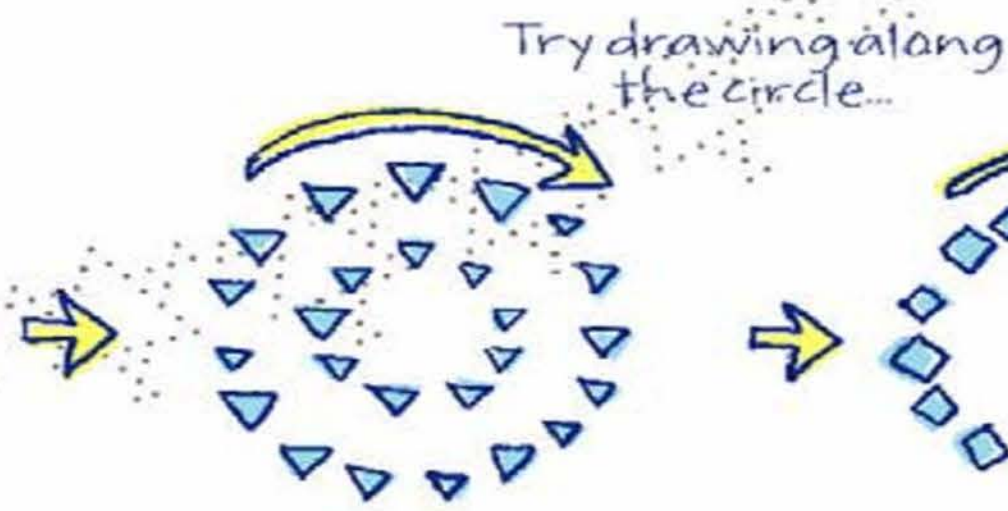
Press **SELECT** to change the shapes and the sounds of all of the Marine-Snow plankton!



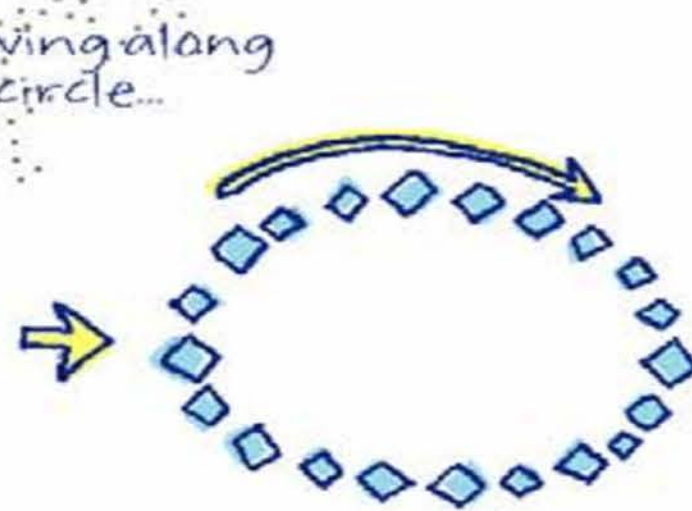
Their formations change, too.



Spread out



Double circles



Oval

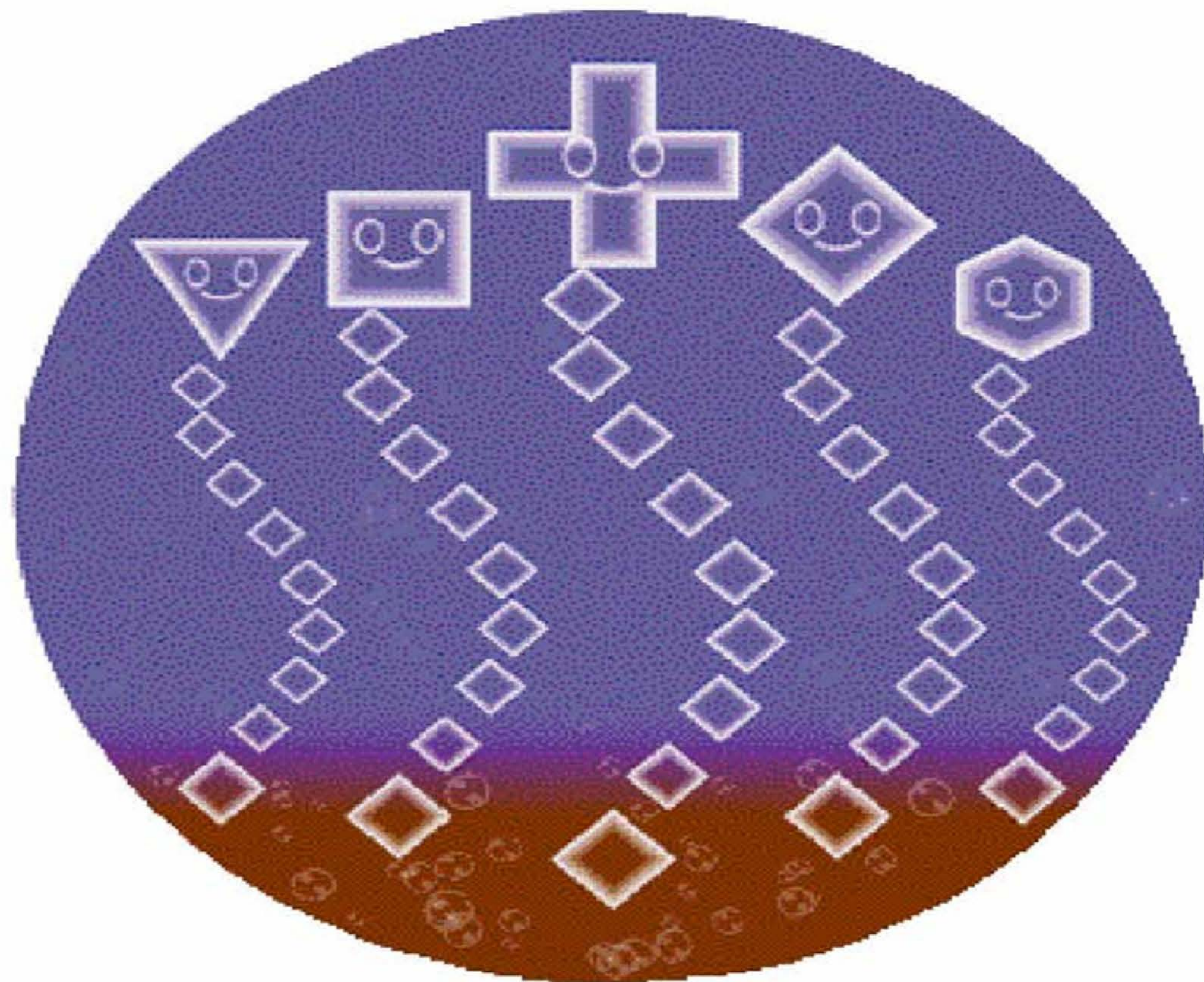
09

Beatnes

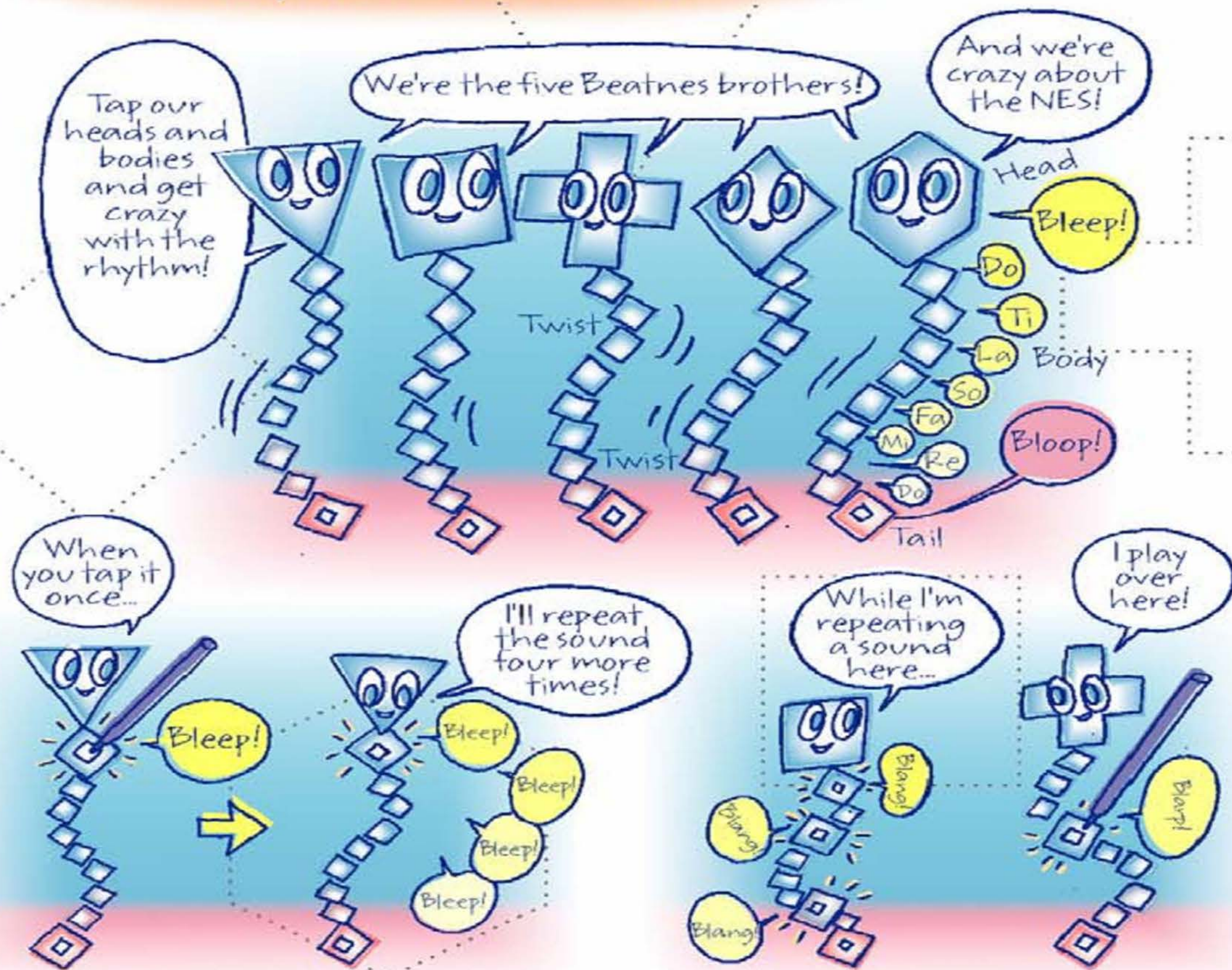
These plankton remember the melodies you tap out on their heads and bodies.

Beatnes

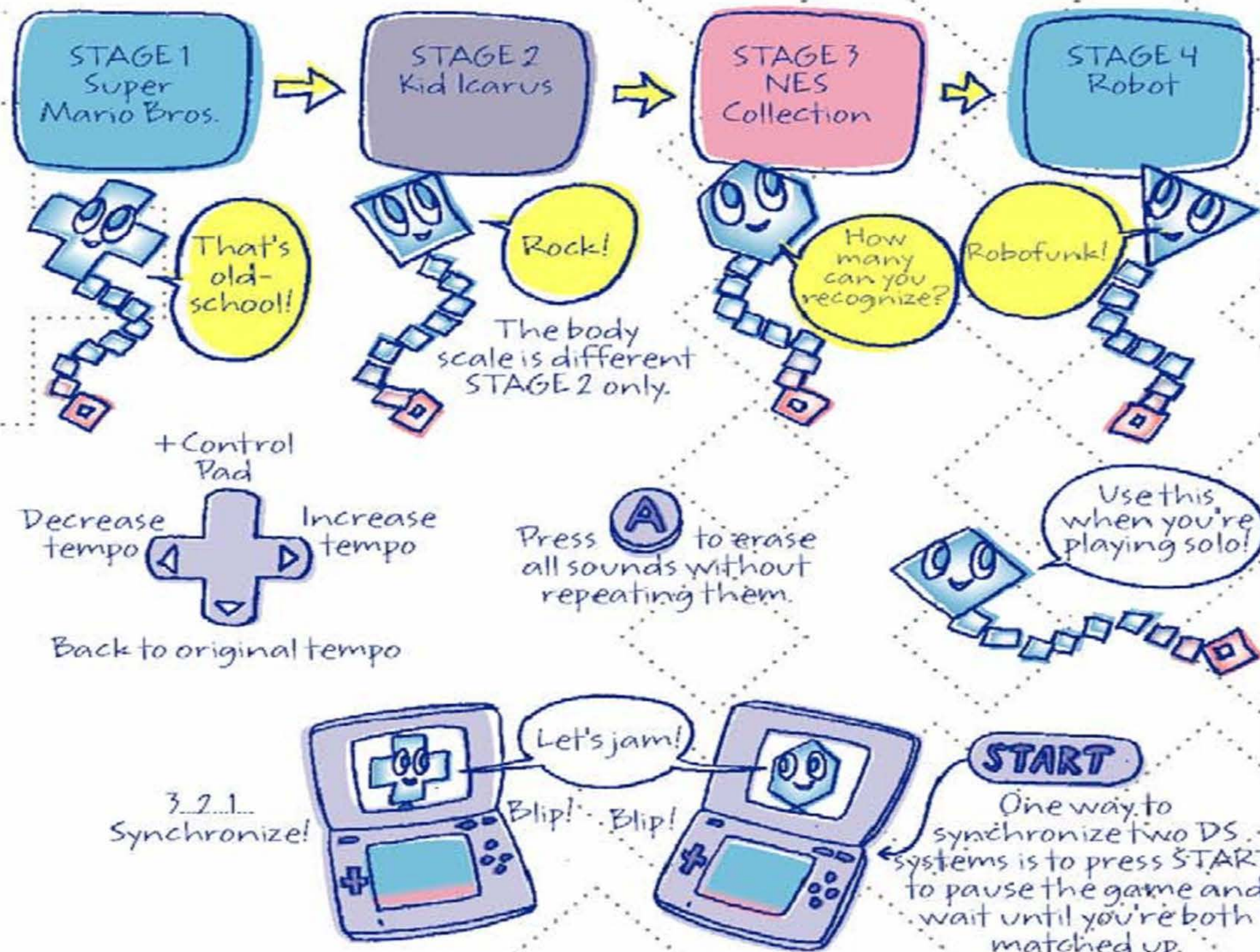
Beatnes are curious plankton with geometrically shaped heads that form vertical strands like seaweed. Their bodies are made up of eight sections, each featuring a distinctive diamond-shaped tail. The sound of a Beatnes can vary wildly depending on which segment of the body is tapped. However, all of 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.



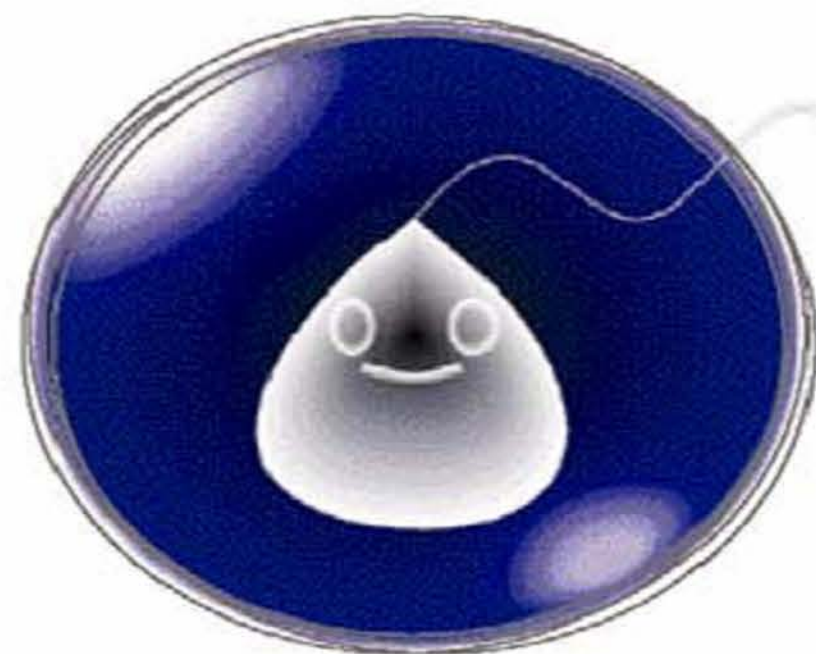
Play with Beatnes!



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



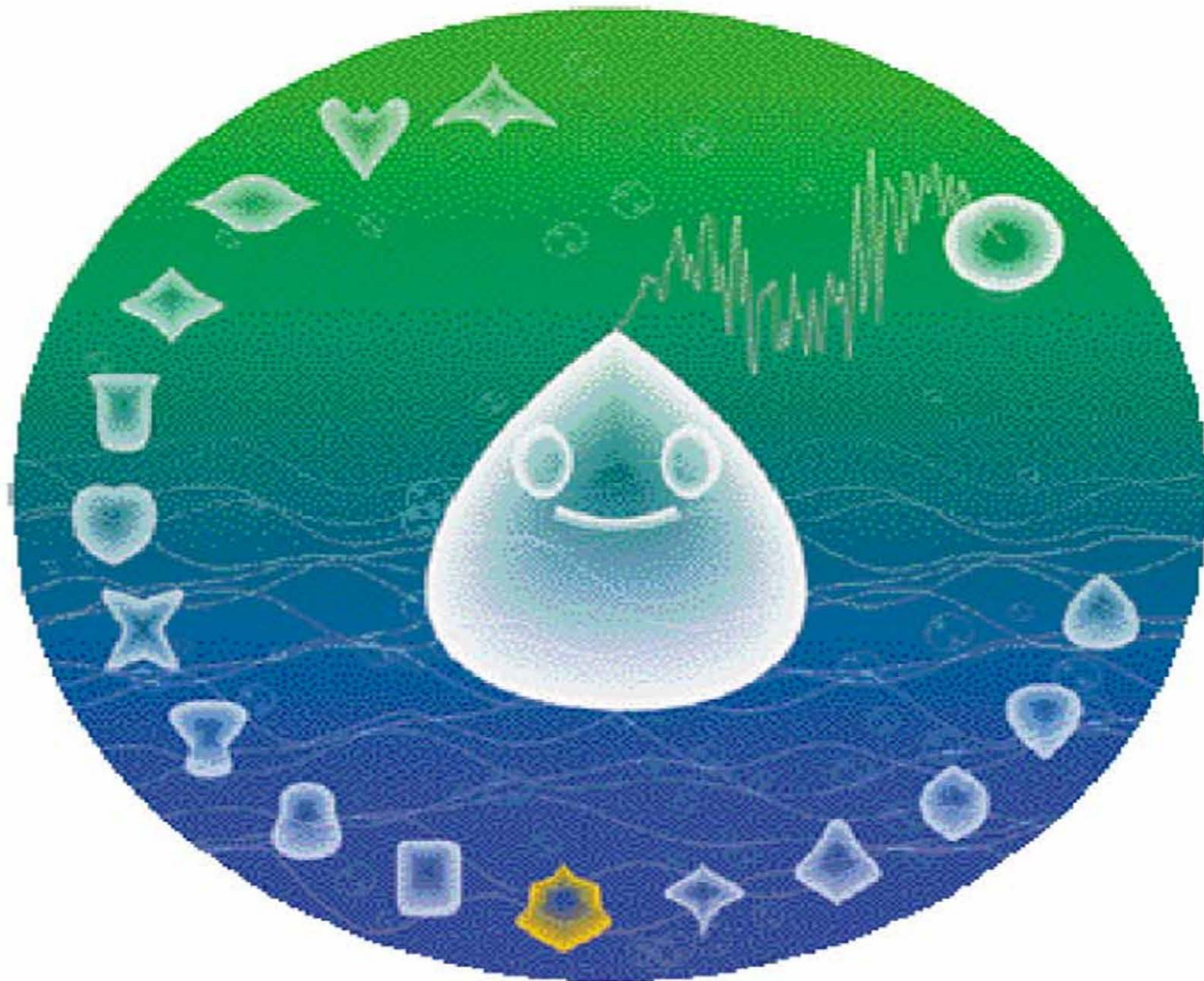
10

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.



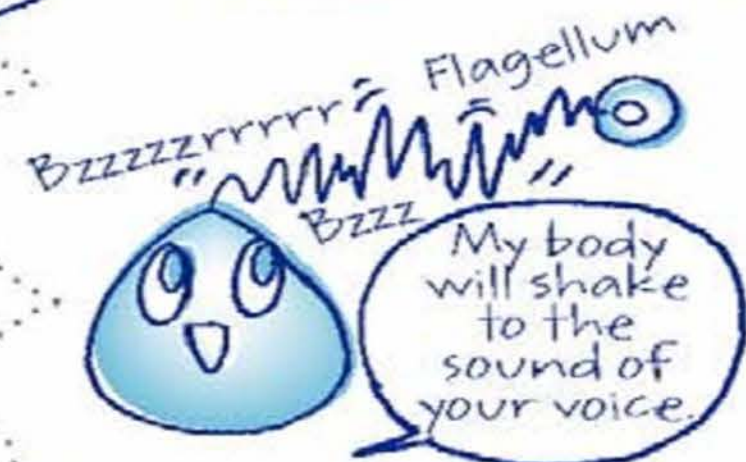
Play with Volvoice!



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



Eight seconds max!

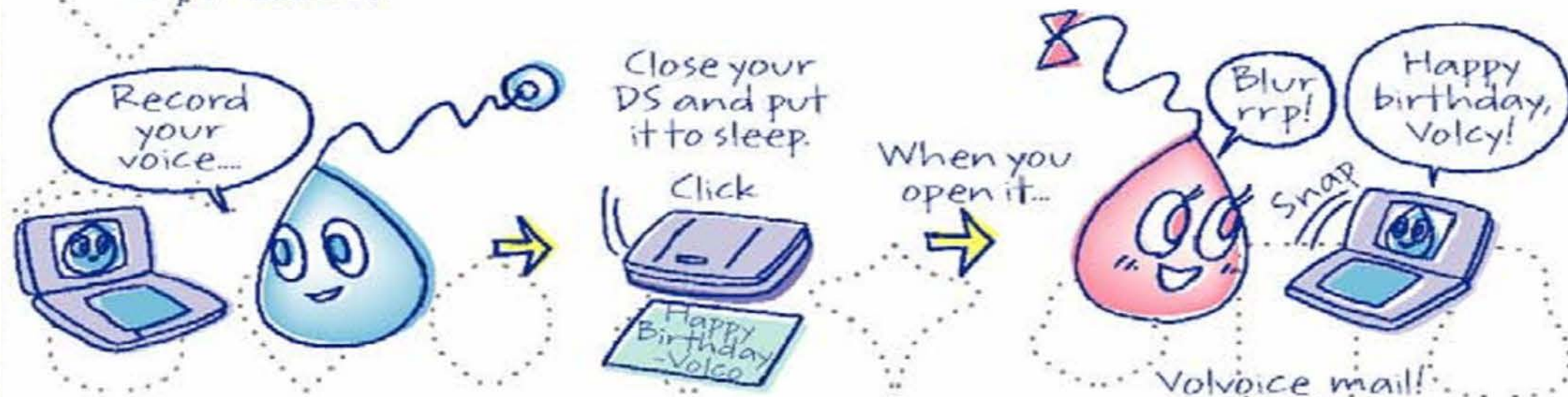


Try these out!



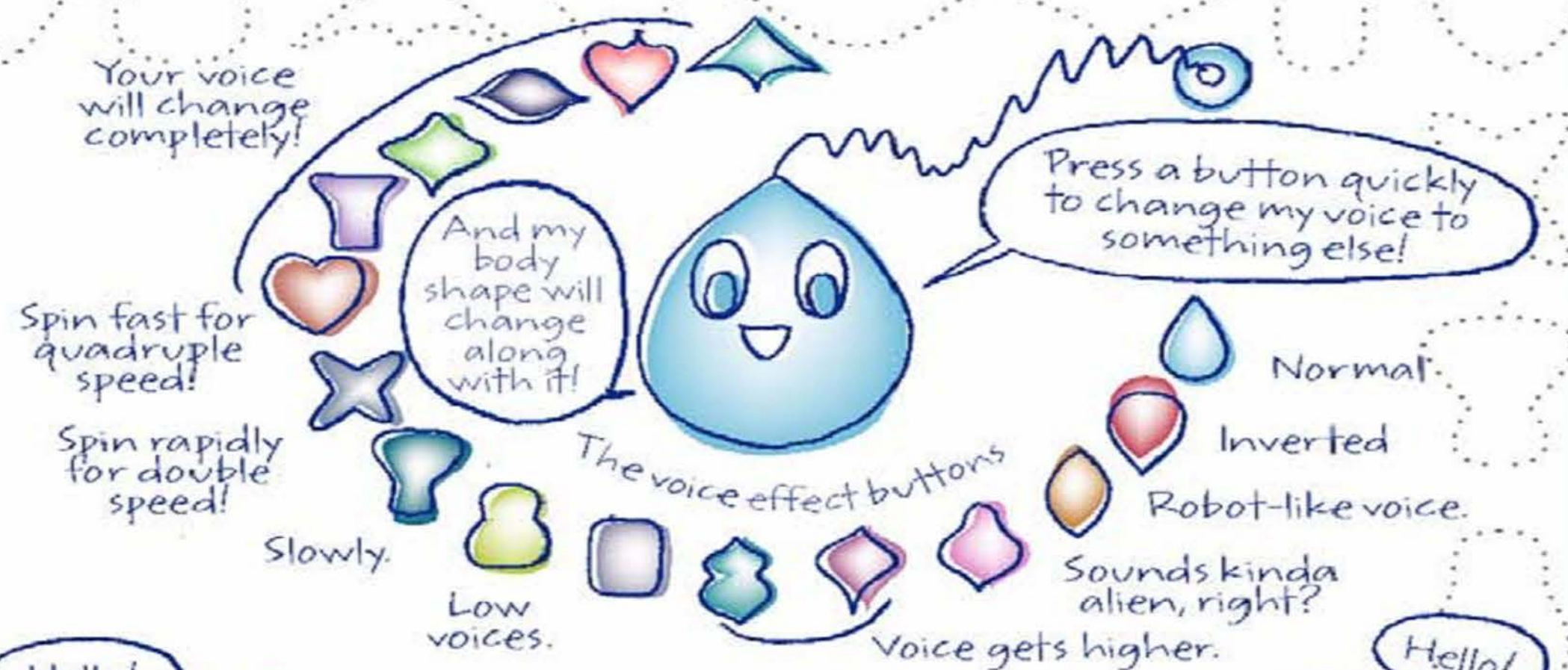
Tap here
to zap my
memory.

SELECT
works, too.



Volvoice mail!

Use the voice effect button to change your voice!



Normal voice becomes...



Whoa! It sounds like a bunch of people saying

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

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

A note from Toshio Iwai

What happens when you combine a microscope, a tape recorder, a synthesizer, and an NES? Electrop plankton! All of those things fascinated me a long time ago. Electrop plankton 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 Electrop plankton.

Let me tell you a little more about each electrop plankton.

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 Volvoice, 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 Electrop plankton used to feature only what is now the Performance mode, I created Audience mode with the thought that it may be easier to understand Electrop plankton 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 Electrop plankton like a CD player. And take part in the performance whenever you feel like it. I think this adds a whole new dimension to Electrop plankton. 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 category 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.

STAFF CREDITS

◆DIRECTION, DESIGN & PROGRAMMING

Toshio Iwai



◆PROGRAMMING

Keiji Hara
Makoto Nakajima
Shinya Eblhara
Kazuyuki Miyata

◆SOUND SUPPORT

Kolchi Kyuma
Yulchi Ozaki

◆GRAPHIC SUPPORT

Eri Honma
Yasuhiro Nakamura
Glichiro Matsumoto



◆COORDINATOR

Masanobu Suzui

◆ART WORK

Nanako Kinoshita
Kazuma Norisada

◆SPECIAL THANKS

Fujiko Nomura
Kenji Yamamoto
Hiroshi Sato
Yoshinori Tsuchiyama
Chikara Shibata
Takayoshi Matsui

indies 0(zero)
ALL Nintendo
SUPER MARIO CLUB

Sakae Iwai
Roka Iwai

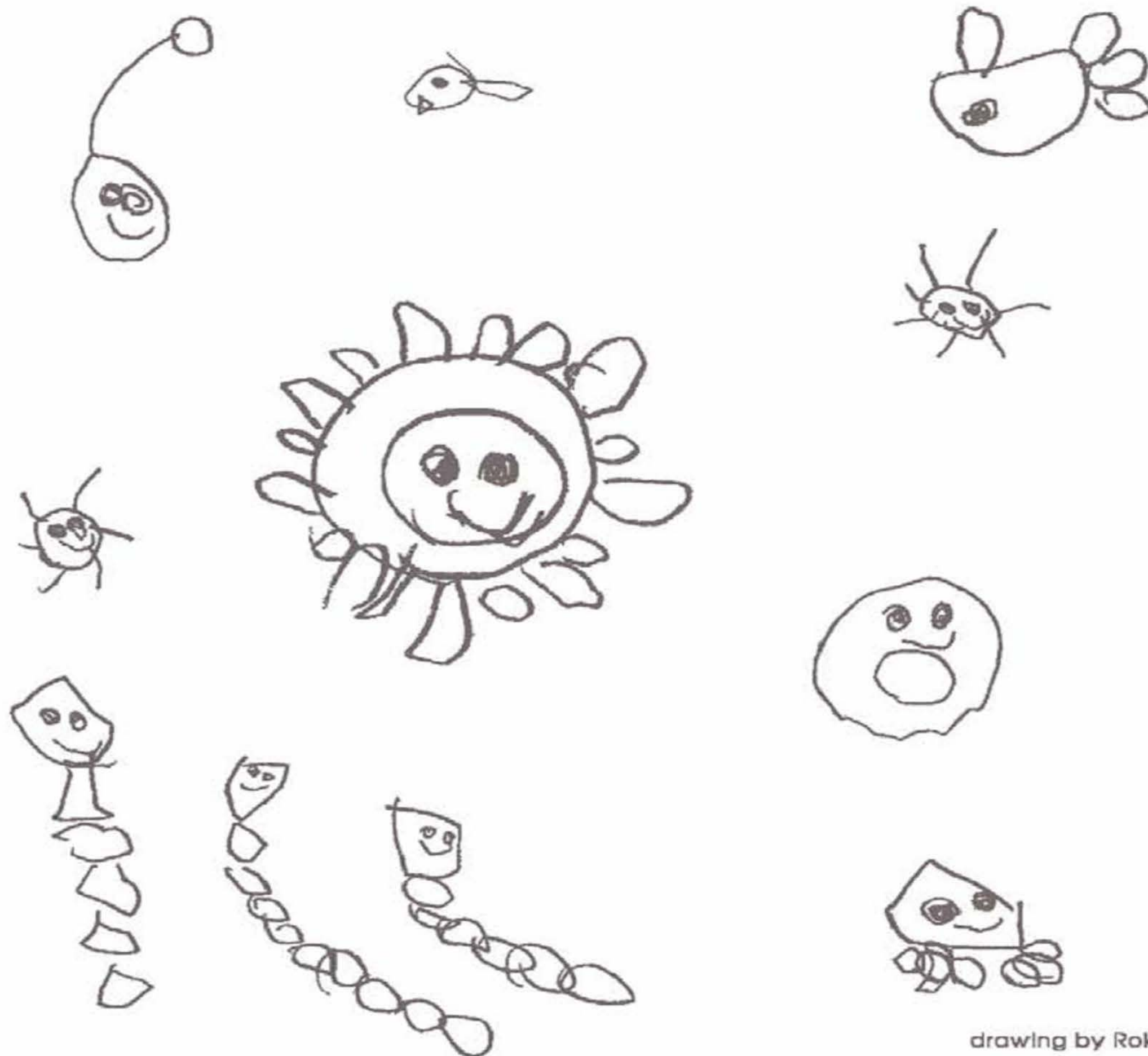


◆PRODUCERS

Shigeru Miyamoto
Toru Osawa

◆EXECUTIVE PRODUCER

Satoru Iwata



drawing by Roka

Notes

ELECTROPLANKTON.

ELECTROPLANKTON.

Important Legal Information

REV-D

Copying of any video game for any Nintendo system 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.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play.

If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:

Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

REV-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.