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INSTRUCTION BOOKLET
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
  - Involuntary movements
  - Altered vision
  - Disorientation
  - Loss of awareness

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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![Official Nintendo Seal](image)

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Nintendo's game pages, at [www.nintendo.com/games](http://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](http://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.

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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.
**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.

The music expands and envelopes you in surround sound.

Use headphones when playing in public places.

Sounds swoosh left and right!
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PERFORMANCE mode Selection Screen

Choose a plankton to perform with.

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

Which one will you pick?

Touch a plankton to start.

Press 'A' to go back to the title screen.

Just tap me to start playing!

You can also press 'A' to begin.

Tap a shortcut button to get started right away.

Tap here to go the next plankton. You can also press 'B' too.

Go back to the previous plankton.

Shortcut buttons make it easy.

Electroplankton!

01 Tracy

02 Hanenbow

03 Luminaria

04 Sun-Animalcule

05 Rec-Rec

06 Nanocarp

07 Lumiloop

08 Marine-Snow

09 Beatnes

10 Volvoice
**PERFORMANCE mode Play Screen**

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

Play with us in the Performance mode!

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

Use **x** and **y** to zoom in and out on the top screen.

Press **START** to pause the game.

Then I can take a break.

The +Control pad does different things for each plankton.

Check each plankton's description for more information.

**SELECT** has a different use for each plankton.

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

**SELECT**

All ten plankton species play differently!

Play alone or have fun with your friends and family!

There are lots of ways to use the stylus!

Master your stylus, microphone, and button skills!

Rock out for a crowd!

Try clapping your hands?

Woo hoo!

Cool!

Let everyone say something!

Clap! Clap! Clap!
ELECTROPLANKTON™

AUDIENCE mode

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

Press 1 to view the previous plankton.

Yep, just press 1 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, a Control pad, or the microphone to join the performance!

Press 1 to go back to the title screen.

Press 2 to advance to the next plankton.

You'll see a different performance every time!

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

Press START to pause.

Press 3 to stop playing.

You can also join in the performance in Audience mode!

Listen again and again!

Use ambient sounds and animal sounds.

Whoa! Can I do that?!

Crazy!

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

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

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

We'll play in harmony when you play Performance mode!

Human

Human

Human

Listen again and again!

Listen again and again!

Traffic noise and animal sounds

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

Connect them using the audio jack.

Listen again and again!

Listen again and again!

Listen again and again!
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
- Curved line

We play different sounds.

Draw a circle.

How will the sound change?

Diagonal lines in different directions.

Use a drawing tool to draw nice shapes and lines!

A ruler is a great way to draw perfect lines.

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

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

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

Nice!

Ooh!

Nice!

Wooah!

Whaa!

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

**Play with Hanenbow!**

- Touch and move the leaves to change their angles!

**Hanenbow will bounce on the leaves and create pleasant sounds!**

- It's fun to make sounds over and over!

**Manually launch one Hanenbow.**

**Press A to set the angle to 45 degrees.**

- Change leaf angles. If you produce an amazing sound, jot down a note on how you did it!

**Leaves will gradually change color as Hanenbow bounce on them.**

- They start out green.

**Try matching these leaf angles exactly!**

- A flower has bloomed!

**All right!**

- Pop!

**128° 155° 135° 45°**

**45° 45° 38° 67°**

- It's easier to bloom a flower if you speed up the launch tempo.

**Can you do it without changing the launch tempo?**

**They're turning yellow!**

- Sounds nice!

**Yay! They're red!**

**Reset to the original launch tempo.**

- Slow down the launch tempo.

- Increase the launch tempo.

- Left and Right

- Up and Down

Reset to the original launch tempo.
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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Play with Luminaria!

- We're Luminaria plankton, and we're crazy about arrows!
- I'm the quickest one!
- I'm a vibraphone!
- I sound like a music box!
- I take it slow and sound like a celesta.

Red Luminaria: Try changing the direction of the arrows!
- Just tap and hold.
- Just tap!

Yellow Luminaria: Swish, swish, swish.
- Which way am I supposed to go?
- Listen to that rhythm.

Green Luminaria: Try different things!
- Wave, wave, wave.

Blue Luminaria: Waving left and right.
- All of the arrows will face the same direction.

Once you’ve made some nice sounds...

Mix 'em up!
- Press the + Control Pad.

To make all of the arrows change direction at once!

Up, down, waves, up and down.
- Swishshish!

So many patterns...
- Press SELECT to reset them all.

Start again!
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 Falato plankton take their place. The pitch of the plankton changes depending on where they grow.
Play with Sun-Animalcule!

Look at me!

Hello,

Lay an egg.

It'll grow into a glowing Sun-Animalcule!

Goo goo...

Sun Animalcule

The sound these plankton make changes as they grow older.

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

Count how many times I glow!

I'm getting pretty old!

High pitch!

Try putting them in different places!

Low pitch.

Eventually, night will fall.

Falcato

Prew, Good night.

Good evening!

I sound so magical!

Look.

There are five minutes in a day.

If you're impatient.

Left

Reverse time

Right

Advance time

+ Control Pad

Press SELECT to clear everything away.

Where are you going?

Touch them lightly and they'll spin and disappear.

You can change their location even after you've placed them. The sound will change as they move.

Bye...

Swoosh

Bye!

See you later!

I'm sleepy.

Huh? Morning already?
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!

Mmmmm... tasty!

Will you feed me?

Touch the plankton to make them change color.

That was delicious!

Flash! Go!

Shaaaa-wang!

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.

Shaaaa-wang!

So... hungry!

Awww!

Lay the sounds using all four Rec-Rec!

When the sound changes, my body shape changes along with it.

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!

After you feed them...

Im starvation!

So... hungry!

Anyone have a snack?

My stomach is growling...

FOOD!

Groovy!

I can get down to that.

Check out my weird shape!

My body wiggles along with it!

Press to zoom out. Press to zoom in.

Whoaa!...

Press to zoom out. Press to zoom in.

My body wiggles along with it!

Press to go back to the original speed.

Press to go back to the original speed.

Listen to it speed up and slowed down!

It'll sound weird!

Normal

African

Analog

Industrial

House

Metronome

Pop

No Sound

1

2

3

4

5

6

7

8

Press to go back to the original speed.

Press to go back to the original speed.

Press to reset them all.

That was good!

Awww!

Noooooo!

Awww!
**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.

Clap your hands near the microphone to make the plankton form shapes. They also respond to your voice.
**Play with Nanocarp!**

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

Clap your hands near the microphone! Two claps! Here it comes! Ready?

Form a circle! Circle! Try it rapid fire! Clap! Line up!

Blip! Two quick claps! Check it out!

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

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

Clap! Clap! Two claps!

**Once you've got them in formation...**

Make some waves! Press the + Control Pad up, down, left, or right, to make waves.

Tap to make waves! Spin! Spin! Spin! We make a sound when we spin.

There are so many ways to line them up!

Try changing up how long and how many times you blow.

Blow into the microphone!
Learn to control Nanocarp formations like a master!

Whoa! Check out all the formations we can make!

Some are tough; you have to try it just right.

You can always try another technique.

Good luck mastering them all!

Try giving them techniques in sequence!

When you keep blowing into the microphone...

Master these sequence techniques.

Clap your hands!

Clap once
Clap twice
Clap three times
Clap four times
Clap five times
Clap hands quickly!

Clap, clap, clap!

Clap along to a rhythm.

Can you do it?

Formation
Circle
Across
Diagonal
A horizontal line of the booklet
A left and right line
A big circle
Double circles
Vertical line that switches back and forth.
A triangle
Two circles left and right
Wave
A human raising its right hand
A human raising its arms in a V.

If you repeat it...
Different circles will form.
Vertical and horizontal lines will form.
The line will spin diagonally.
A line will form vertically and horizontally.
Left and right vertical lines will vanish.
The circle will spin.
The left and right circles will vanish.
An upside-down V will appear.
Triangle will get smaller and bigger.
Formation size will increase and decrease.
The wave will ripple.
The human will raise its arms in a V.

Try these:

Blow air into the microphone!

Clap, clap, clap!

Blow once
Blow twice
Blow three times
Blow four times
Blow five times
Blow for one second
Blow for two seconds
Blow for five seconds

Sing in key
Do
Re
Mi

Formation
Question mark
Square
Twinkle, Twinkle Little Star
House
Heart
Moon
Question mark

If you repeat it...
The X will spin like a windmill.
The square will spin.
Twinkle, Twinkle Little Star
Heart
The size of the heart will change.
Moon

Try these:

Raise one octave
Lower one octave
Gradually raise your voice
Gradually lower your voice

Try these:
Do
Re
Mi

Try these:

This is tough!

Apple
Snowman
Tree

Try these:

Fish
Past
Apple
Snowman
Tree

Try these:

Apple bites into a leaf.
Horse gallops.
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, some 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.

Huummmmmm!

Huummmmm

Low sound

About medium

High pitch!

The sound changes depending on which direction you spin them.

Oooh!

Huummmmm!

The ring changes color, too.

That's pretty!

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

Wooh, I'm getting dizzy!

Check out the overlapping colors and sounds!

Oooh, I'm so happy!

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

Use multiple DS systems to experience an amazing Lumiloop session!

The sounds will be in 3D!
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 polygonal 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!

We're Marine-Snow plankton!
We love the cold!
Oh, and we love to make beautiful sounds, too!
We all make our own unique tone!

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

We each have a unique sound!
I sound like a piano!
And I sound like a xylophone!

Wow! I sound like a music box!

Their formations change, too.

Try drawing along the circle...
Spread out
Double circles
Oval

Listen! I sound like a chime!

Try using your stylus to swipe across them as if you were tracing...
Or try touching them one at a time.

Ta ta la la daah!
Plong!
Plong!
Plong!

When you tap them repeatedly...
Spin
spin
spin
wildly placed!

We'll slowly go back to where we started.

Square
Hexagon
Triangle
Pentagon
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!

We’re the five Beatnes brothers! And we’re crazy about the NES!

Tap our heads and bodies and get crazy with the rhythm!

I’ll repeat the sound four more times!

While I’m repeating a sound here...

I play over here!

Weird sounds abound...

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

STAGE 1: Super Mario Bros

STAGE 2: Kid Icarus

STAGE 3: NES Collection

STAGE 4: Robot

That’s old-school!

The body scale is different STAGE 2 only.

How many can you recognize?

+Control Pad

Increase tempo

Decrease tempo

Press to erase all sounds without repeating them.

Back to original tempo

Let’s jam!

One way to synchronize two DS systems is to press START to pause the game and wait until you’re both matched up.

START
Volvoce plankton mimic the sound of human speech and repeat it over and over. They can be used to train humans to think and communicate with these underwater creatures. By repeating the sounds they produce, they can easily extend the sound wave and change their voices. They can be taught to change their shape to resemble human voices. This experiment can be used to improve the communication between humans and other species. Researchers refer to this phenomenon as Volvoce inversion.
**Play with Volvoice!**

- **I'm Volvoice!**
- **Go on, tap me!**
  - *Ppp! Remember anything you say!*
  - *Bzzzzzzzzzzzz? Flagellum! My body will shake to the sound of your voice."
- **Try these out!**
- **Record your voice...**
  - *Click*  
  - *When you open it...* 
  - *Volvoice, mail!* 
- **Close your DS and put it to sleep**
- **Eight seconds max!**
- **Speak into the microphone while it is thinking. You can press to start and stop the memorization process, too.**
- **Tap here to zap my memory.**
- **PPSSSHH!**
- **PPSSSHH!**
- **SELECT works, too.**

**Use the voice effect buttons to change your voice!**

- **Press a button quickly to change my voice to something else!**
- **Normal.**
- **Inverted.**
- **Robot-like voice.**
- **Sounds kinda alien, right?**
- **Voice gets higher.**
- **Hello!**
- **Hello!**
- **Hello!**
- **Hello!**
- **Hello!**
- **Hello!**
- **Hello!**

- **Normal voice becomes...**
- **Low voice can make a child sound like an adult.**
- **That's a mouthful!**
- **What! It sounds like a bunch of people are speaking at once!**
- **Try changing your voice! You can also try...**
  - *Close your family.**
  - *Or try pressing with sounds from your favorite song!*
- **Voice became higher.**
- **Ahh! That's sorta spooky!**
- **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 produce 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 by 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 to 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 drumsticks, 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 create 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 to their sounds change. For your information, the Japanese name for the Facato, Milachikimo, 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 recording 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 fish 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 evolves the image of snow crystals floating on water. I'd like you to take your time and enjoy the music the Marine Snow makes 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, Tsunagumemushi, 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 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 Ryutichi 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.
ELECTROPLANKTON™

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