



## EXPERIENCE TRANQUILITY, HARMONY AND CREATIVITY ALL IN THE PALM OF YOUR HAND

### -Electroplankton comes to the Nintendo DS-

May 2006 – If you've ever fancied yourself as a budding artist, or have an undeniable creative streak in you, now is your chance to show those creative talents as Nintendo places a blank canvas in your hand and invites you to participate in a contemporary art installation – Electroplankton - from legendary Japanese artist, Toshio Iwai. Electroplankton launches across Europe on the Nintendo DS from 7<sup>th</sup> July 2006.

The simplicity of Electroplankton is where its beauty lies. It is not a 'game' in the truest sense of the word as it has no levels or scoring. Instead it is a creative medium allowing the user to experiment with both musical and visual effects to create their own multimedia masterpiece. The reward of this title doesn't lie in obtaining a score or finishing a level, but instead in the satisfaction of creating a totally unique piece of art every time.

Players must control the game by interacting with different breeds of plankton. By mixing luminescent oceanic graphics and imagery with soothing and tranquil electro-synthetic sounds, users can create a harmonic visual and audio experience. In the main **Performance mode** players select a breed of plankton and interact with it using the Nintendo DS's touch-screen or microphone.

In total there are ten different types of plankton in the game, all of which have different characteristics. These range from **Tracy** plankton which follow routes drawn on the touch-screen leaving a trail of light and sound, to **Hanenbow** which make music by bouncing off plant leaves. **Volvoice** memorises and repeats audio samples spoken into the Nintendo DS microphone, allowing you to personalise your compositions.

The game also features an **Audience mode** in which an assortment of demonstration tracks randomly play, showcasing the different plankton within the game and providing an invigorating audio-visual treat for the viewer.

Electroplankton is the ultimate way to soothe away the stress after a hard day. Calming visuals and soothing oceanic sound effects will help to wash your stress away and with no set objective, Electroplankton is never frustrating, no matter if you play it for two minutes or two hours.

Whether you are a fan of the arts or just want something totally unique to play in 2006, Electroplankton is a must-have. Electroplankton launches on the Nintendo DS across Europe on 7<sup>th</sup> July 2006.

Click onto [www.nintendo-europe.com](http://www.nintendo-europe.com) for all of the most up to date official information on Nintendo.

**For more information please contact ...**

#### **About Nintendo**

Nintendo Co., Ltd of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 2 billion video games worldwide and more than 350 million hardware units globally, creating such industry icons as Mario® and Donkey Kong and launched franchises like The Legend of Zelda® and Pokémon. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64, NINTENDO GAMECUBE, Game Boy Advance, Nintendo DS, and Game Boy – the world's best-selling video game system which has sold over 180 million units. As a wholly owned subsidiary, Nintendo of Europe, based in Grossostheim, Germany, was established in 1990 and serves as headquarters for Nintendo's operations in Europe.