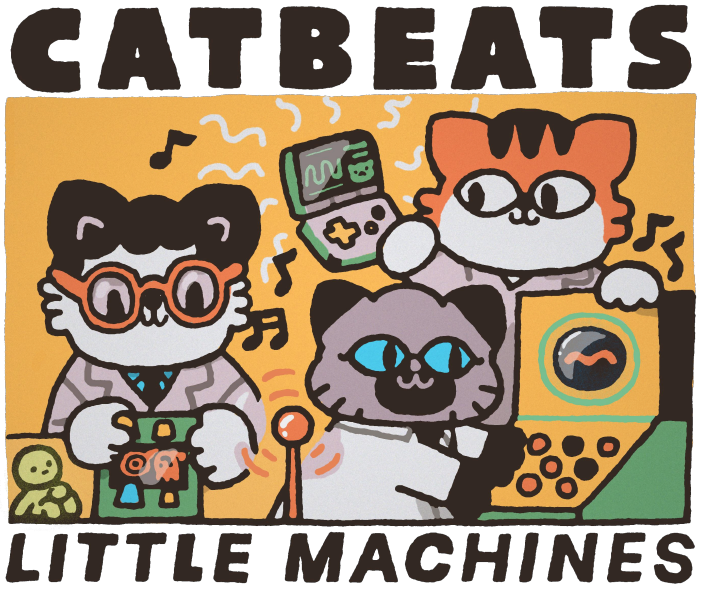
PRINT DOUBLE-SIDED / flip on SHORT edge / 100% (actual size, no fit-to-page)

Print all 16 sides in order. Cut each sheet at the crop marks, fold on the dashed marks,
nest sheet 1 (this one, outermost) through sheet 8, then staple along the fold.
This note sits in the margin and is trimmed off.





MISC. INFORMATION

PUBLIC PLAY IS ENCOURAGED. Play OCARINA 3DS on trains, in parks, on benches, in waiting rooms, at bus stops, during intermissions, and near (not in) hot springs. Busk with it. Record it. Stream it. Hand it to a stranger. Play it for squirrels.

HEREINAFTER, the party of the first part (you) and the party of the second part (the cats) agree that any music heretofore or hereafter produced, whether in key or not, shall be considered a good energy for the world, notwithstanding anything to the contrary, including this sentence.

WARRANTY: None. Not limited. If it crashes, take a photo of the crash code and send it to catbeats, then turn it off and on again.

LIABILITY: LittleMachines.fun is not liable for sudden calm or a sudden need to buy a second 3DS.

Thanks to the beta-tester cats and proofreaders!

Share your creations by @'ing @catbeatsofficial on insta! If you'd like to support catbeats just check out the music! links at catbeats.life.

Nintendo 3DS and Nintendo are trademarks of Nintendo; this is an independent fan-made toy and is not made, endorsed or supported by them.

© 2026 LITTLEMACHINES & CATBEATS. OCARINA 3DS Instruction Booklet.

First edition.

NOTES

INSTRUCTION BOOKLET

OCARINA 3DS is an official catbeats music toy by Little Machines, the catbeats lab for tech experimentation!

It is a portable instrument for Nintendo 3DS / 2DS family systems (Old and New models).

Need help? Contact: catbeatsofficial@gmail.com



⚠ WARNING: REPETITIVE MOTION & HEARING

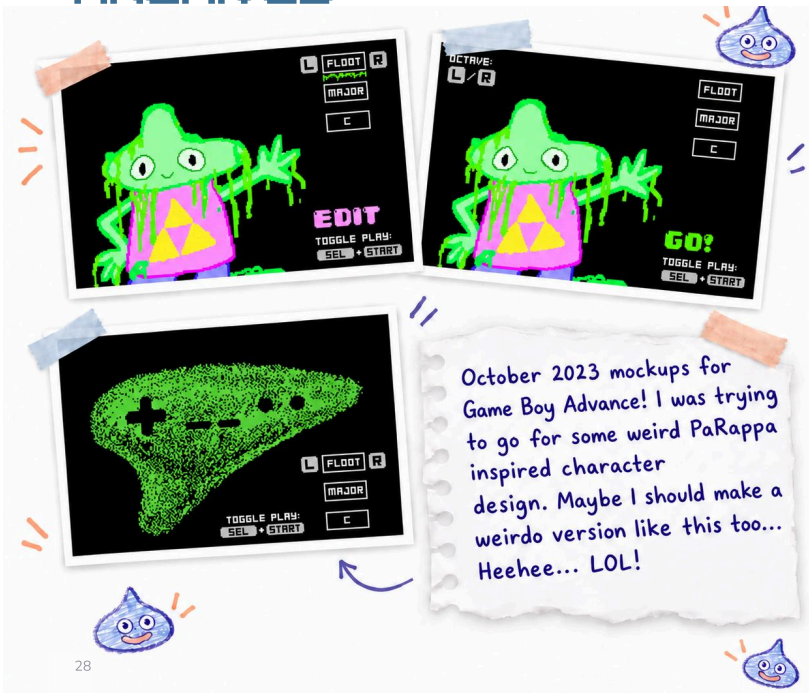
Playing for long periods can tire your hands, thumbs and eyes. Take breaks if you feel fatigued.

Keep the volume at a comfortable level, especially with headphones. Use LEAD VOLUME (EDIT screen) to balance the live note against loops instead of turning everything up.

Do not press the touch screen with anything sharp such as claws. Fingers and the stylus only.

NOTES

ARCHIVES

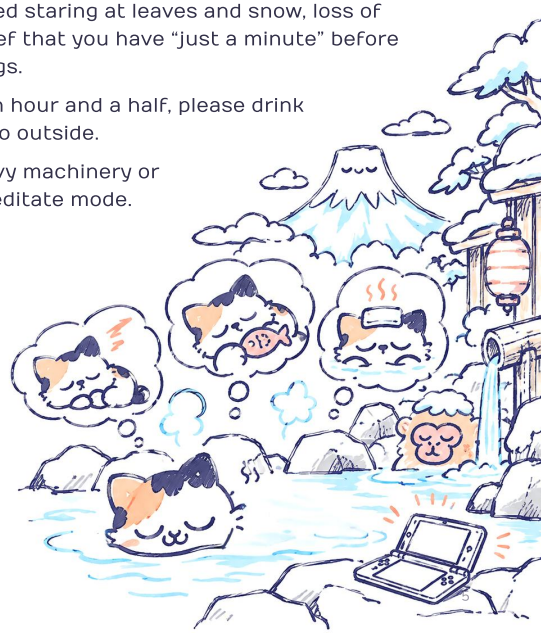


⚠ WARNING: EXCESSIVE CALM

Extended exposure to Sakura mode may cause sudden relaxation, unplanned staring at leaves and snow, loss of urgency, or the belief that you have “just a minute” before you have to do things.

If calm lasts over an hour and a half, please drink some matcha and go outside.

Do not operate heavy machinery or vehicles while in meditate mode.



⚠ WARNING: MICROPHONE, WATER, AND CATS

BREATH CONTROL uses the microphone. Blow gently across it. Do not spit, scream, or sneeze directly into the system.

Hot springs are for relaxation without technology. Please keep your Nintendo 3DS dry and out of any bath, onsen or soup.

Cats nearby may attempt to sit on the instrument while it is playing. This interaction is encouraged.

There have not been any beta tests with snow monkeys. Share at your own risk.



STORY

This idea started in Autumn 2023 as a synth concept for Game Boy Advance called Ocarina Of Slime! In Summer 2026 I brought the idea back and thought it would fit better on Nintendo 3DS especially with the microphone for breath control and started putting it together. I showed my pal Klaus an early version and he suggested some loopers so I started to expand the concept more and thought of the meditation mode and some other features like the microphone implementation. The wind instrument focus reminds me a bit of an ole' pal from Elektron, Jean-Michel, who would talk with me about making a premium flute! The generative music moments are inspired by my explorations of Norn Shields scripts during the summer 2026 which I would get lost in for sometimes hours at a time. Towards the end of the development I collaborated with catbeats visual artist, Zhenya Artemjev, for the cover and the game graphics and it finally all came together.

This release is dedicated to my cat Mazzy (2017–2026). She can be heard if you close your DS while the program is open.

Cats on the cover: Malishka, Mazzy, Totoro (Tobii), and Mishka.

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A MYSTIC INSTRUMENT AWAITS YOU!

Press the buttons and it plays, always in the key you choose, so there are no “wrong” notes. Touch the looper bubbles and it records, loops and echoes you. Switch to Sakura mode and it starts playing itself: a little world of chimes, wind and snow you can nudge or play along with.

It was built to be carried around, handed to a friend, and left running next to you for relaxation.





TIPS AND TRICKS

Use headphones in Sakura mode.

Trade Ocarina 3DS back and forth with a friend.

Leave it on the table next to you while you work in Sakura mode.

It sounds awesome with reverb!

TROUBLESHOOTING

Q: It's silent!

Is BREATH CONTROL on? Then it only sounds when you blow. Is the lead volume at 0? Is the console volume off?

Q: It sounds crunchy when everything is loud.

Turn LEAD VOLUME down a little, then record your loops again. Loops remember how loudly you played them. Easing back the water helps too.

In Sakura mode the lead is already turned down a bit to make room for the music, so you may not need to lower it as much.

Q: Why did my loop get quieter?

You added another loop. The ocarina makes room for every voice by lowering the loops a touch each time one joins, so nothing distorts. Stop a loop and the others swell back up.

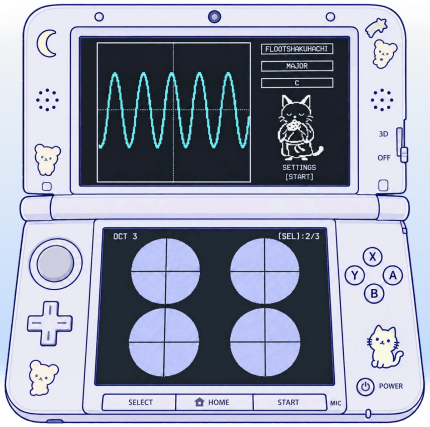
GETTING STARTED

1. Install OCARINA 3DS from the .cia file.

2. Launch it from the HOME Menu. Your settings are saved on the SD card in /3ds/ocarina-advance, so your note layout is ready on launch.

3. Old 3DS / 2DS works too!

THE TWO SCREENS



Shown here with page 2 on bottom screen: Riff Pads

TOP SCREEN: the instrument. Shows the voice, scale, root note, a live waveform, and your notes as you play them.

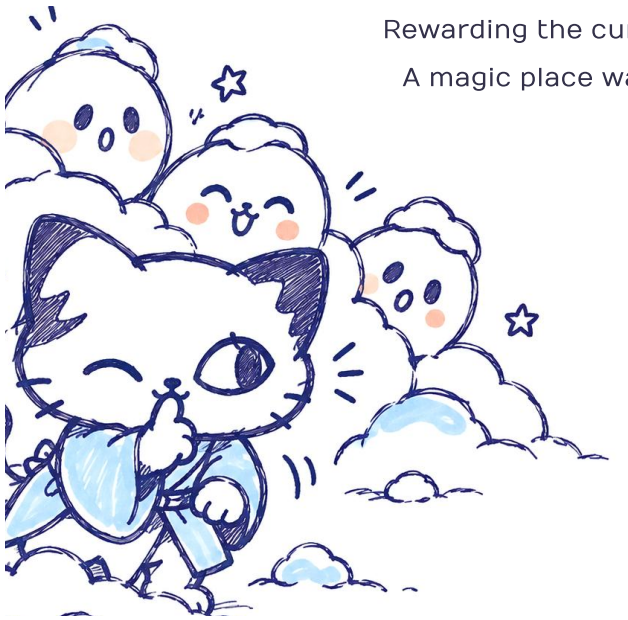
BOTTOM SCREEN: In PLAY it's a keyboard, riff pads and the bubble loopers, switched with SELECT (pages 1 / 2 / 3). In Sakura mode it becomes the outdoors.

HAIKU

Secrets lie in mist

Rewarding the curious

A magic place waits



MEDITATION MODE

Leave Sakura alone for 45 seconds and the interface melts away, leaving just the drifting scene across both screens. The wind keeps moving by itself.

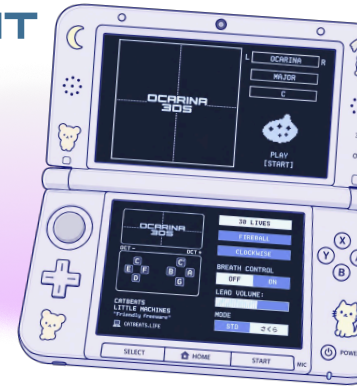
You can still change the season with the Circle Pad. Any other button or screen touch brings everything back.

Loop and riff circles do not appear while you meditate.



PLAY AND EDIT

- VOICE: left/right to change
- SCALE: always in key
- ROOT: root note
- PLAY LAYOUT
- BREATH CONTROL
- LEAD VOLUME
- PLAY / さくら



START flips between PLAY (perform) and EDIT (settings).

In SETTINGS, change VOICE, SCALE and ROOT, pick a button LAYOUT (30 LIVES, FIREBALL or CLOCKWISE), switch BREATH CONTROL on or off, slide LEAD VOLUME, and choose PLAY or Sakura (さくら) mode.

Only your layout is remembered between launches; everything else starts fresh.

BREATH CONTROL



Turn BREATH CONTROL on in SETTINGS. Now the button picks the note and your breath starts it.

Holding a button is silent until you blow. Blow harder for louder, stop to fade out. Blow again while still holding to re-attack.

Change buttons while blowing for smooth legato.

Note: This setting switches off each time you launch the program.

SEASONS



秋 autumn
冬 winter
春 spring
夏 summer

憶 memory
遊 wander
間 space
静 stillness

Shortcuts:
SELECT + CIRCLE PAD L/R: Quick Season Jump
SELECT + B: Spawn Looper Bubbles if none there

Hold the Circle Pad in a direction (without holding a note) and the season changes. Shorter Circle Pad pushes activate the following:

LEFT: wind memory: small steps, more repeating. (憶)

RIGHT – wind wander: bigger leaps, more ornament. (遊)

UP – space: wider, longer, fireflies appear. (間)

DOWN – stillness: shorter, snow and willow fluff. (静)



A small kanji appears when you hold a direction, and fades when you let go. During the experience riff circles and loop bubbles may appear... Explore. Touch.

GENERATIVE MUSIC



Sakura mode has four seasons with generative music that follows your scale and key settings!

The musical environments and their tonal/generative themes:

SPRING – gentle and neutral, pink petals, crickets.

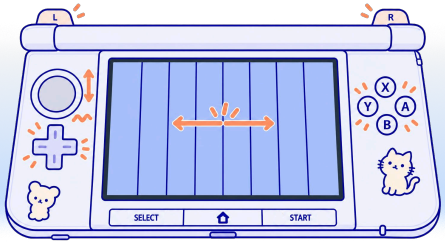
SUMMER – busy and warm, bright fireflies, cicadas buzzing.

AUTUMN – slower and darker, spinning leaves.

WINTER – glassy and bright, snow and rising steam, an octave higher.

At launch the season comes from your 3DS clock: Dec–Feb winter, Mar–May spring, Jun–Aug summer, Sep–Nov autumn.

PLAYING NOTES

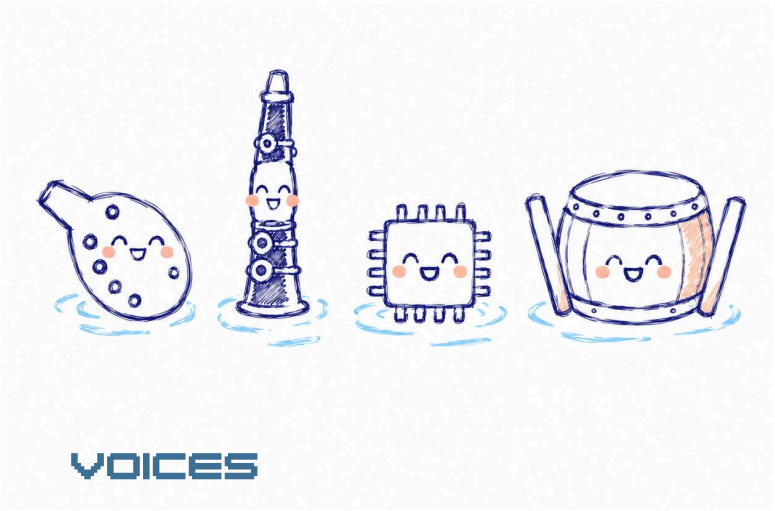


D-pad, A, B, X, and Y play the eight notes of your scale. Which button plays which note depends on your layout.

L and R Shoulder buttons shift the octave up and down. Notes never leave the scale, so you can button mash freely.

Circle Pad while holding a note: tremolo on wind voices, pitch bend on synths.

Touch the screen to play notes or interact with on-screen elements.



VOICES

There are 23 voices to try: ocarinas, flutes, reeds, synth/chip sounds and drums, with two sets of kits accessible with octave shift (L and R Shoulder Buttons).

Change voices in SETTINGS. Loops you've already recorded keep their original voice.

SAKURA CONTROLS

- Drag = arpeggio
- Higher area, higher notes
- Particles follow you
- Haiku (rare!)



Five quiet chime voices (bass, pad, mid, high, sparkle) follow the key and scale from the top screen and a shared chord that drifts every 8–16 seconds. They listen to each other, so they never clash.

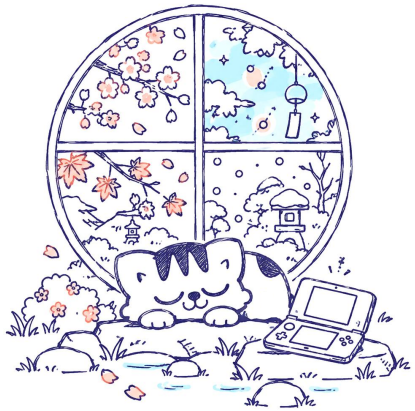
Drag across the screen with your stylus to play a gentle arpeggio as particles gather beneath your stylus.

Sometimes crickets or cicadas drift in with the season. Rarely, a little poem appears.

WANDER THROUGH THE SEASONS...

Switch MODE from PLAY to さくら (sakura) in SETTINGS, then press START. The bottom screen turns into a little seasonal view and the instrument begins to play itself: soft chimes, wind, drifting petals, the occasional meteor.

Play along on the face buttons, or just watch. Then wander. Drag your stylus. Flow.





LOOPER BUBBLES

Three bubbles on the bottom screen (SELECT to page 3) let you record yourself and play along.

FREE mode: tap to record, tap to stop, and the loop plays until you stop it.

SYNC mode: loops lock to a tempo with a count-in and snap to the bar.

Tap a playing loop to cycle Forward → Backward → Stop.

Hold the Looper bubbles to pop and erase the loops.

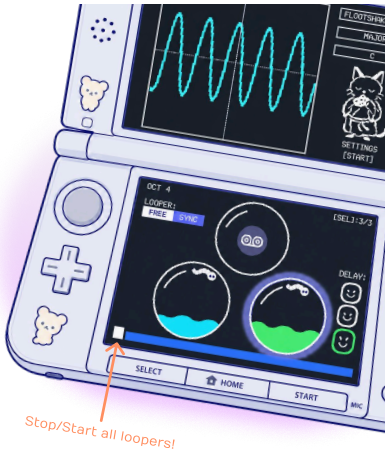
LOOPER FEATURES

Drag the water-level slider for underwater filtering. Select the delay amoebas for 3 different settings. The higher the water, the more muffled the audio gets and small bubbles appear.

Loops remember your general volume when you recorded them. Your live lead will always be louder though.

The wormies in the bubbles will shift octaves of the sample when moved.

SYNC allows a set BPM count so you can get in time with your other grooveboxes - you still need to launch at the right time but it keeps bar lengths nice and set.



The lower left corner button stops all loops / plays all loops.

CLICK adds a metronome while you record which only audible from the right channel (use a DJ splitter live).

VOLUMES

LEAD VOLUME sets how loud your live note is compared with everything else. It starts at 60%.

LOOPER BUBBLES! Loops are your backing band, and good bandmates know when to step back. At the default lead volume, a single loop sits comfortably beneath your playing. With one or two loops playing, drag their glowing outlines to adjust their volume. When all three loops are playing, they play at equal volume.

In SAKURA mode, the lead volume is automatically lowered a little and the garden's chimes are raised to keep things balanced. The lower your lead volume, the more room the chimes have.

