

Ikinari Musician (Import) FAQ

by Da Hui

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XMMM@ M	Morgan's site regarding the project:
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T A B L E O F C O N T E N T S

1. - Controls
2. - Object of the Game
3. - HUD Explained
4. - Ins and Outs
5. - Disclaimer

1. - C O N T R O L S

- D-Pad - Move cursor on keyboard
- A - Play Single Note
- B - Special Effect
- Start - Play Beat
- Select - Change Cursor From Control Board To Keyboard

2. - O B J E C T O F T H E G A M E

The point of this game seems to be either to encourage music upon gamers to help them enter the music world or simply to mix some neat songs for gamers. I'll begin with the first. I can't think of a single person that doesn't like any type of music at all, it's a way for us to express ourselves. Saying you hate all music is like saying you hate all paintings, no human can hate it all.

Japan at least takes some initiative but trying to introduce music to a broader audience by making this game. It's pretty simple to use once you learn how to use it and can be a lot of fun.

The second possible point of making this game is just to help aspiring musicians try to get motivated. It seems rather simple and dull at first but you don't even need to know too much about music to make something that sounds even decent, at least not to you. This is why I love this game, you can sit there and just play for as long as you want and make it sound good without actually knowing anything about music, the only thing you need is to not be tone deaf which I have never come across a tone deaf person so you should have no problem picking this game up.

You get to go into the game and you will see what seems to be an incredibly complicated HUD. The bottom is the keyboard which is pretty obvious but the top half of the screen is the control panel, or the mix board. This part can seem a bit complicated but isn't too bad. Just check out the HUD explained section below to learn what all of those buttons and gauges mean so you know how to truly enjoy this great game.

3. - H U D E X P L A I N E D

For the HUD, we will start from the top all the way to the bottom. The top line is mostly for design except for the big red arrow and the blue circle. The Blue Circle doesn't change the actual sound to the game, it just changes what appears on the score in the right next to the treble clef. Without the ball flashing, all notes will appear as eighth notes. With the blue ball flashing slowly, nothing will appear on the score but you will see bubbles come out of the notes you just hit on the keyboard. With it flashing rapidly, you will see bunnies on the score instead of eighth notes. I suggest having the eighth notes or bubbles since there will only be two bunnies on the score at a time.

The arrow will allow you to change the beat a bit. All of the beats are built into the game and allow you to play along with them. They are mostly famous songs you have heard of or at least will recognize when hearing them. It shows a world map, which zooms in on Japan, with several dots that will show the different beats. The name of the beat is on the bottom of the screen. The bunny dancing shows the tempo to each song as they play. Move with the D-Pad and press A or B to play the beat. You can press Select to actually select the beat to add it to the game so you can start adding your own riffs.

The line with all of the gauges is to toggle each instrument on and off. Each number represent a type of instrument. The first gauge is your sound. The instruments vary, which will be described in the next paragraph, but if you leave this one off, you won't hear anything you do. The second gauge is that of the lead treble instrument, think of a lead guitar. The third gauge is the lead bass instrument, think of a bassist. The fourth gauge is treble percussion, think high hat and snares on a drum set. And the fifth and final gauge is that of the bass percussions, think of the bass drum on a drum set. The fourth and fifth gauges are best used to tell the measure and the beat of the song that may be playing in the background.

Below the gauges is the most obvious part of the HUD, it's the most confusing to the ear though. The first choice is a violin, the second is a flute, the third is a trumpet, and the fourth is a piano. It's obvious by seeing it, but it's not obvious by sound. They really don't sound like the instruments they show but there is a pretty obvious difference just by sound. To the right of the instrument selection is a bar with a treble clef to see the notes that you

are playing. For some more information check out the first paragraph in this section to learn about the blue button to change the note icons.

Right below that and above the keyboard is different effects for your keyboard. The left most icon will give a rising tone effect. The next icon is a tremolo effect. The third icon will put quick rest notes in between each note. The fourth is a dropping tone effect. The fifth changes riffs. The sixth will activate the song and will repeat forever, which you can also do by pressing start. The seventh and final icon will play the beat for one bar and then shut off after it completes the bar.

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#### 4. - I N S A N D O U T S

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This section is going to be a little difficult to write for but I will do my best, I'm not a music professor so it's hard for me to explain some of this.

Here is a quick list of songs. Most of the songs are traditional music you'd expect from that region. For example, Scotland's song is Cadence to Arms, the famous song that pretty much everybody has heard on the bagpipes at least once in their life. Other songs are famous such as Kanon which is Pachelbel's Canon. The rest are just simple beats such as Rock or Blues.

- Rock
- Scotland
- Spain
- Kanon
- Techno
- Arabia
- Russia
- India
- China
- Japan:
 - Okinawa
 - Matsuri
 - Okesa
 - Shonan
 - Enka
- Pops
- C&W
- Blues
- Mambo
- R&B
- Boogie
- Jazz
- Tango
- Bossa
- Rio
- Samba

Here I will further explain the bottom row of the HUD that is right above the keyboard. These icons can be used by pressing the B Button on the keyboard. The first icon is a rising tone. If you hold the B Button, you will start a few notes below the key you are on in the keyboard and it will rise up to that note. The next icon is the tremolo effect. At first when you hold the B button you won't notice anything, but after a few seconds you will hear the notes go up and down.

The next icon is one that will give you an effect that will put sixteenth note

rests in between all of the notes. What this does is give a noticable break in between the notes you play. The next icon is a dropping tone. It will start out a bit above the note you play on the keyboard and drop down to it. The next icon plays special riffs that can be a bit complicated so I will try my best to explain it.

Each number will play a different riff but they will always be the same. Each riff is very fast so I will just list each note listed for each riff:

Riff #1:

5 Half Steps Up, 5 Half Steps Down, The Same Note 3 Times, 3 Half Steps Up, 3 Half Steps Down, and repeat.

Riff #2:

3 Half Steps Up, 3 Half Steps Down, The Same Note 5 Times, 3 Half Steps Up, 3 Half Steps Down, 3 Half Steps Up, 2 Half Steps Up, 5 Half Steps Down, 6 Half Steps Up, 6 Half Steps Down, 5 Half Steps Up, and then repeat.

Riff #3:

6 Half Steps Up, 6 Half Steps Down, 3 Half Steps Up, 3 Half Steps Down, The Same Note 4 Times, 5 Half Steps Up, 5 Half Steps Down, Same Note Twice, 5 Half Steps Up, 5 Half Steps Down, Five Half Steps Up, 5 Half Steps Down, and then repeat.

If you listen to a lot of rock music, you will notice similar licks done in solos and in some metal songs even done as regular riffs for part of songs. This will allow you to be able to quickly play something that's easy to do but sounds pretty cool if played right.

Other than those tips, the rest is really up to you. This game has a lot of possibilities but it's not something you should try to study into. If you know a lot about music, than this game might be interesting to play with to try to make something pretty cool. Even if you don't know anything about music, this game is still pretty fun to play just to mess around with. Anyways, the possibilities is endless so it's really up to you on how each song sounds!

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5. - D I S C L A I M E R

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