

RhythmForestSM Project

Forestation interface



We are successful to form a Public Sphere on the web-world for the people on the earth to communicate with melody and visuals through the [RhythmEngine] project. More than 10,000 people a day visit our site to enjoy the RhythmEngine session. We want to utilize the high potential of this RhythmEngine to improve the actual world.

RhythmForest is a project an international forestation activity fund. When a player play with RhythmForest to raise greens in a game, a tree will be plant on the forestation area in the actual world. RhythmForest helps people especially children to plant trees online. OISCA International has been backed up this project. OISCA is the global NGO, which has been particularly active in the field of agriculture, forestation, and environmental education.



Contact us!
for any offer!

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RhythmForest project is under planning to start in 2002.

When you play, it is realized.

Please join the love-green project online.

see more details about this project at

<http://www.photon01.co.jp/reg/forest/>



sample screen shots under developing