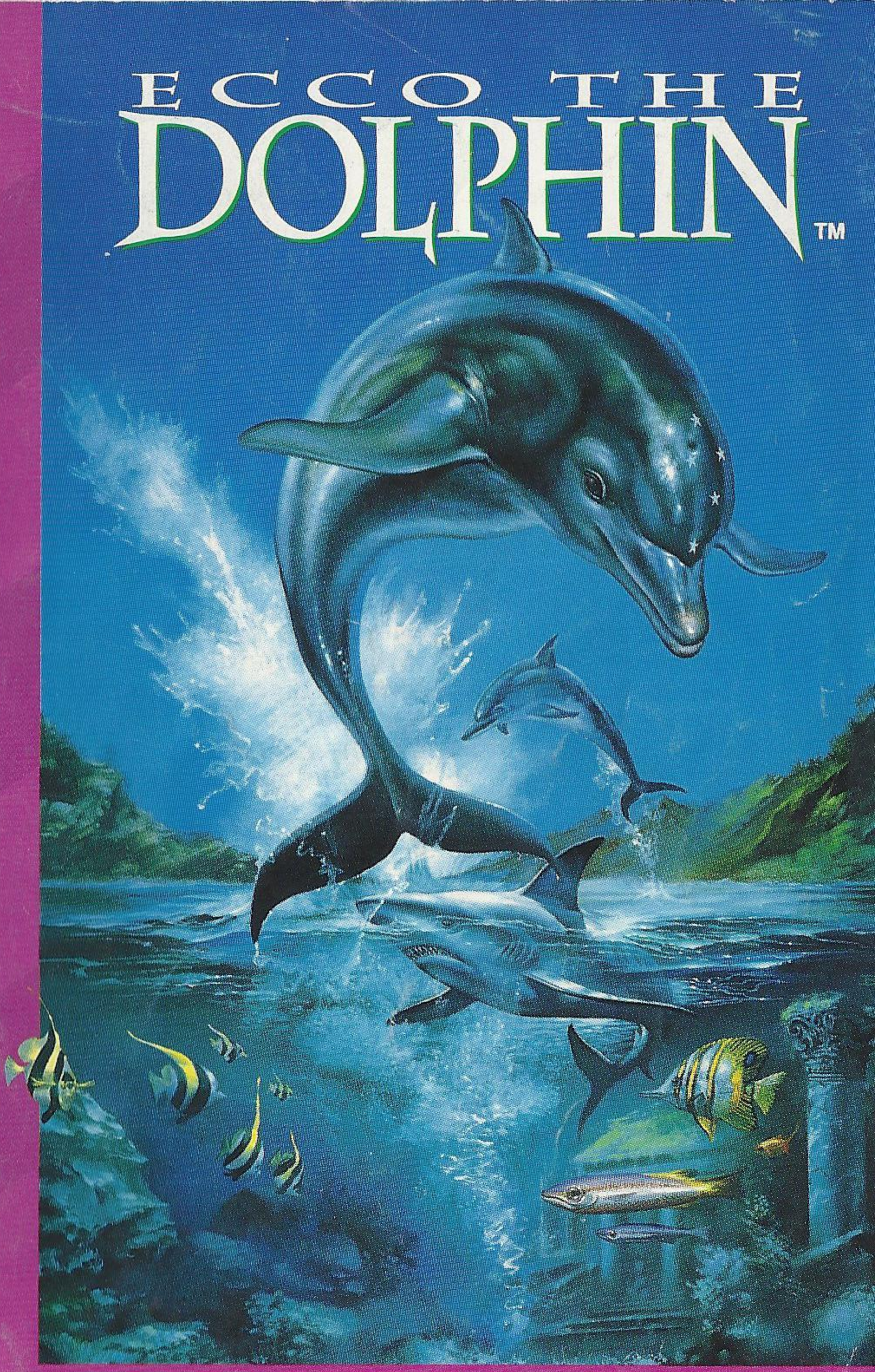
SEGA™ GAME GEAR™

ECCO THE DOLPHIN™



OFFICIAL SEGA SEAL OF QUALITY

SEGA™

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**



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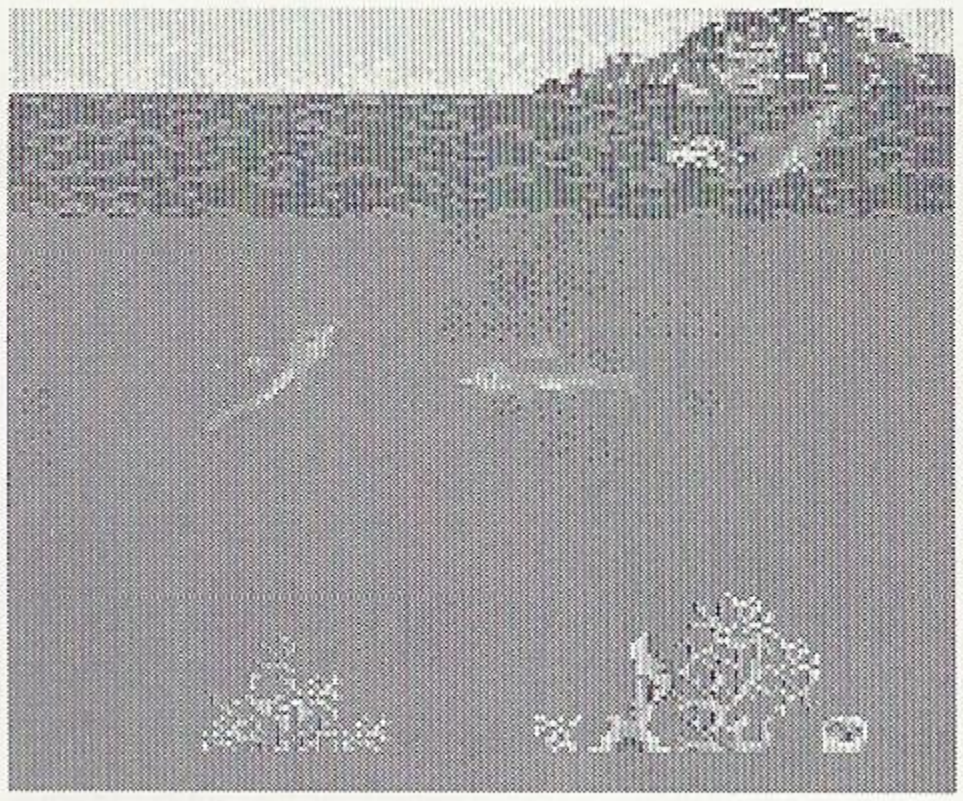
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Gameplay Hotline

For gameplay help, call 1-415-591-PLAY

A Vast Sea of Discovery . . . and Danger!



Life was an adventure for Ecco, the young dolphin. The ocean seemed endless, with rolling breakers to race through! At high speed, Ecco could burst through the waves, leaping through the air — almost flying! Then, taking a deep breath, Ecco would plunge down into the blue depths, where Shelled Ones hid in the coral crannies on the ocean floor.

Ecco knew that dolphins couldn't breathe underwater. Fish and coral stayed below the waves. But Ecco's kind needed air. This was a puzzle, and Ecco wanted to learn the answer.

The ocean was full of songs. There were easy ones that came to Ecco naturally. These were the songs for calling dolphins and other singers of the watery world. There were new songs that took time to learn. These songs could open the Shelled Ones and scare off the Hungry Ones who roamed near the dolphins' home. And there were songs about just being alive and free!

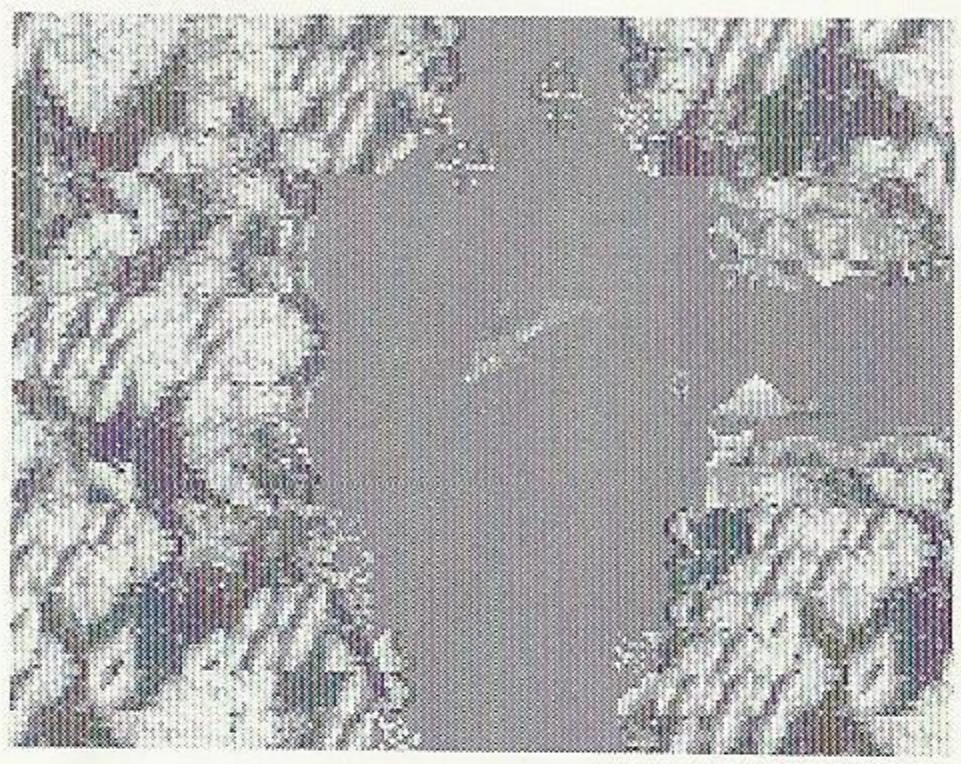
The best ones were the proud, powerful songs about teeming schools of fish that filled the oceans and were good to eat, and about submerged, air-filled caves where dolphins could breathe. But the dolphins also had sad songs about stinging jellyfish, swift currents and rocky walls that trapped singers deep underwater.

Five bright marks shone on Ecco's sleek head. No other dolphin had these silvery spots. When the air was dark, the family would sing that Ecco's markings matched five shining points far up in the sky. The song said that Ecco was special, a favorite of the ocean. Or maybe, it went on, the markings were just for looks, the way some fish had stripes.

But the broad sky of the dryside also held a hidden terror. One day it attacked, without warning — a huge gust of swirling wind like a churning whirlpool of air and water. It tore all life from Ecco's Home Bay. Singers and Shelled Ones and even the small fish were ripped, helpless, twisting in fright, into the high nothingness beyond. And then they vanished!

Only Ecco remained. In the flash of one leap, Ecco's safe home, full of life and song, had become strange and silent. Everything had changed.

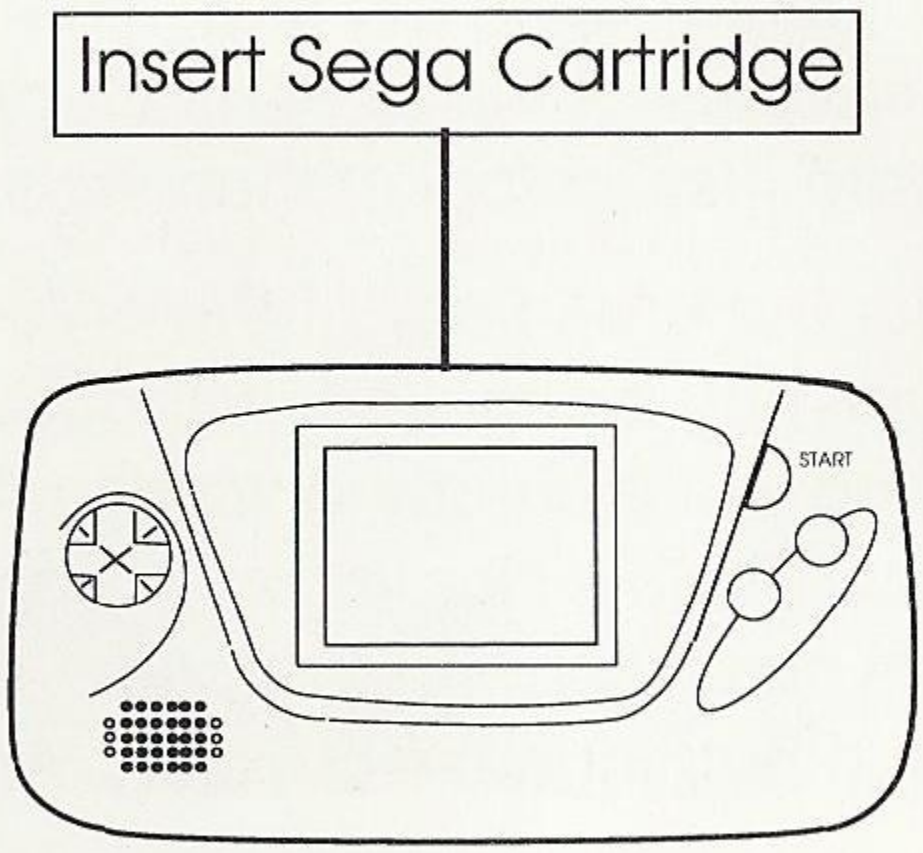
Now Ecco must fight to stay alive. Deadly hazards fill the wide oceans outside, but Ecco must find the lost dolphin pod. From the rip tides of the southern gulfs to the frozen chill of the northern seas, Ecco must search through sunken worlds where razor teeth and poison stingers lurk in the dark depths.



Ecco, all alone, faces a treacherous quest to save his family. Only by fighting to survive can Ecco rescue the singers of the sea, and end a disaster that threatens the entire world!

Setting Up

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF. (Always turn the power switch OFF before inserting or removing the cartridge.)
2. Insert the *ECCO THE DOLPHIN* cartridge into your Game Gear, and turn the power switch ON. The Sega screen will appear.



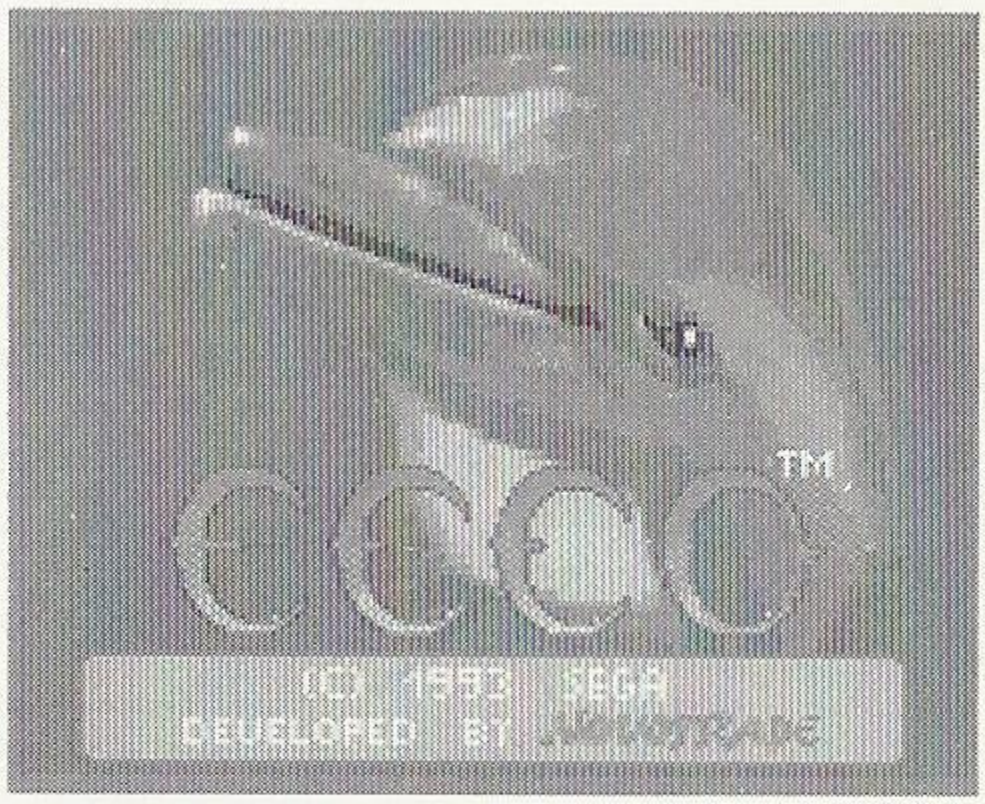
3. Listen to the dolphin songs. Then press **Start** at the Title screen to begin Ecco's fantastic voyage of discovery and danger.

Important: If you don't see the Sega screen when you turn on your Game Gear, turn the power switch OFF. Check that the batteries in your Game Gear are working (or that your Game Gear is connected to a power source), and make sure the cartridge is **firmly** inserted in the cartridge slot. Then turn the power switch ON again.

Handling Your Cartridge

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet. Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

A Look at Ecco's Life

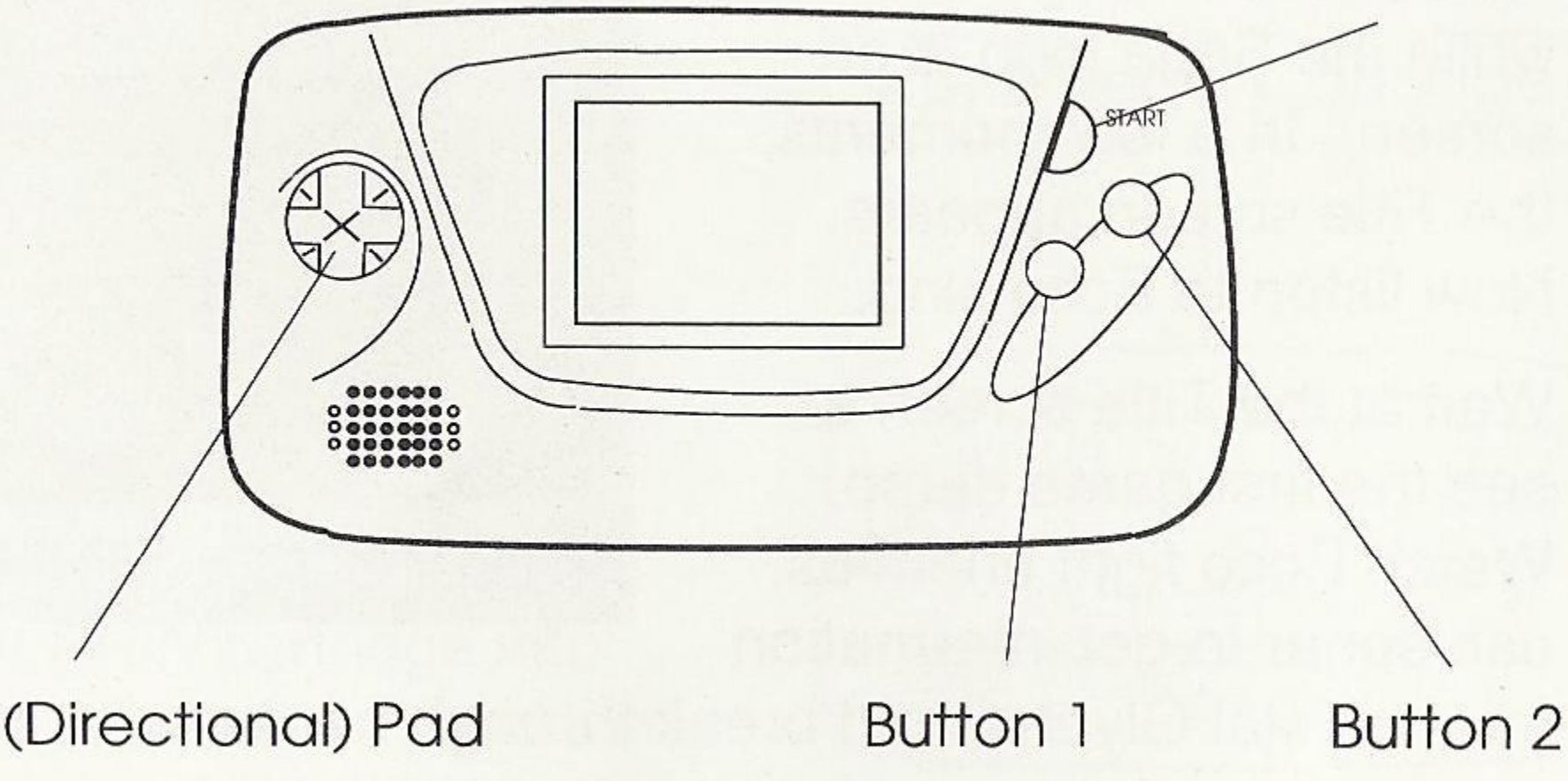


1. Listen to the songs of the sea while the Sega logo is on screen. In a few moments, the Title screen appears. Now listen to Ecco sing.
2. Wait at the Title screen to see the first game demo. Watch Ecco fight enemies, use sonar to get information from crystal Glyphs, and break through barriers.
3. Keep watching to see two more demos. (The Sega and Title screens appear between each one.) Each demo shows how Ecco cleverly solves problems. Learn the tactics Ecco uses to survive danger.



4. Press the **Start** button at any time to return to the Title screen. Press **Start** again to go to a submerged cavern, where Ecco waits to begin the long journey through the timeless seas.
5. Press the **D-Pad** to the **RIGHT** to start Ecco's quest from the beginning. If you have a password, press the **D-Pad** to the **LEFT** to go to the Password screen. From there, you can start Ecco's adventures from any of the various sea-levels. *(See page 16 for details.)*

Button Controls



Before the Game

Start Button

- Skips the game demos and goes to the Title screen.
- Exits the Title screen and goes to the submerged cavern.
- Exits the Password screen when the correct password is confirmed.

D-Pad

- Moves Ecco RIGHT or LEFT to leave the submerged cavern. RIGHT starts a new quest; LEFT goes to the Password screen.
- Moves the highlighted cursor on the Password screen.

Button 1 or 2

- Enters a letter on the Password screen.

During the Game

Start Button (Sonar)

- Makes Ecco sing. The song ripples out in the direction Ecco is facing. Songs can call to other singers or fight off danger. *(See page 11 for more details.)*
- Echoes back information about the surrounding ocean. Hold down **Start** until Ecco's song returns. Then Ecco's Sonar Map will appear, showing important undersea features. *(See page 12 for more details.)*
- Exits Ecco's Sonar Map and returns to the quest.
- Exits any text screen (and skips additional text screens that may prove to be important).

D-Pad

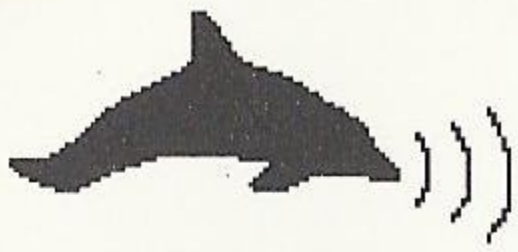
- Makes Ecco swim in any direction. Hold down the button for cruising speed. Tap the button lightly to swim slowly through dangerous passages. (Press **Button 2** to speed up.)

Button 1 (Charge)

- Makes Ecco charge forward in a short-range, high-speed attack. Ecco can charge schools of small fish for food, or attack enemies.
- Lets you read through a series of text screens.

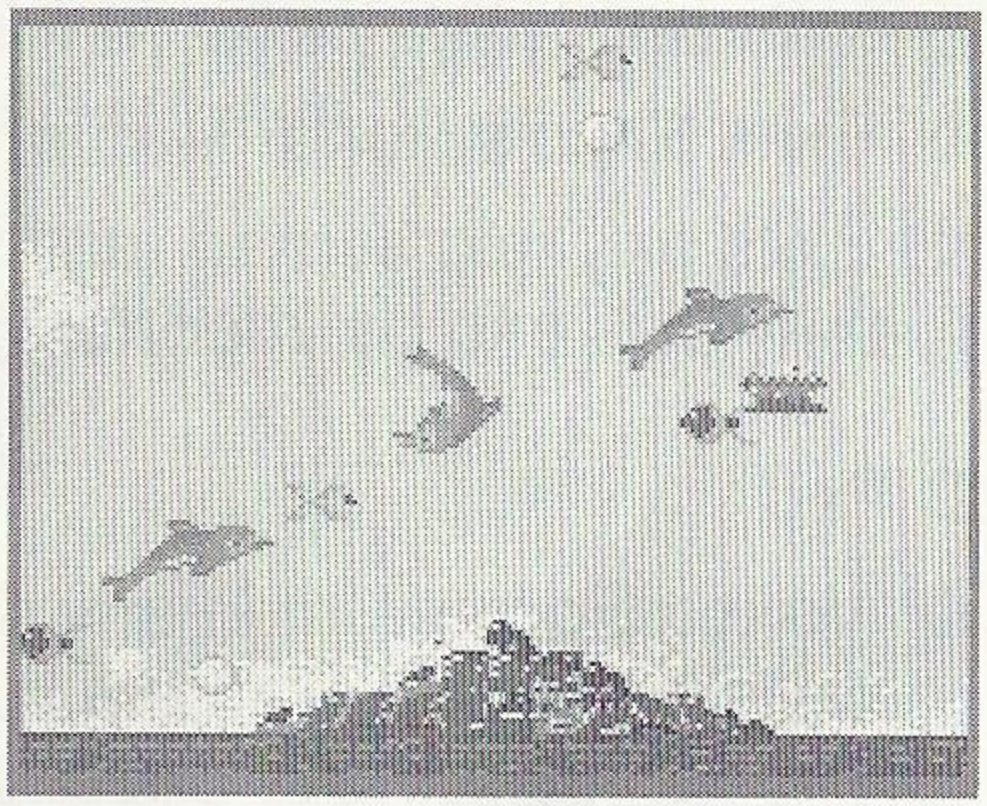
Button 2 (Speed Swim)

- Pumps up Ecco's swimming speed. Press the button rapidly to pump Ecco's flukes and increase speed.
- Makes Ecco flip. Use the **D-Pad** to make Ecco swim toward the surface. Press **Button 2** rapidly to increase speed and make Ecco jump spin into the air. The faster Ecco is going, the more spectacular the jump spin will be.
- Lets you read through a series of text screens.



Disaster!

Live a dolphin's carefree life in the pleasant waters of Ecco's home. Splash and play! Dive deep to explore the curiousities of sea life on the ocean bed. Speed back and forth in silvery races. Sing, and let your songs return in the pictures of Ecco's Sonar Map. Teach yourself to leap. Then learn to flip. With a swish of your flukes you can jump higher . . . and higher . . .



Wham! The sky flashes red. A great wind rips everything upward, tearing the life from the sea. Up they whirl — singers and shells and all that moves in the ocean. They twist in a spinning funnel, swirling skyward, and then they're gone!

Just as suddenly, silence descends.
Only you, Ecco, are left, alone in the watery emptiness that now seems far too big. As you dart here and there, searching the surface and plunging to the bottom, you realize the terrible truth: Everyone has vanished.

Who or what has taken your family? Where have they gone? And why were you spared?

Your wandering begins. No matter how long it takes, or where it takes you, you must find your pod. You will leave this once-safe haven and travel as far as you need to go — even to the ends of the earth.

There is still a great deal to learn, to puzzle through, and to conquer on your immense journey. Find the channel that leads away, and start your quest!

Surviving the Seas

Staying Healthy

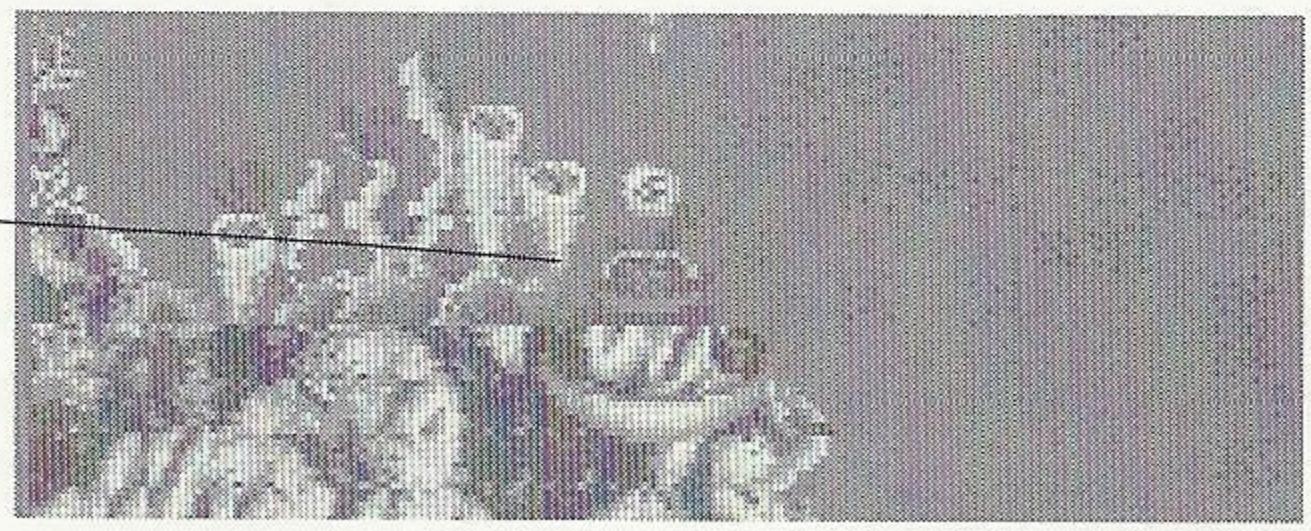


Dangers abound in the sea. Many things can hurt you. When they do, you lose strength. If your health runs out, you'll have to start the level over.

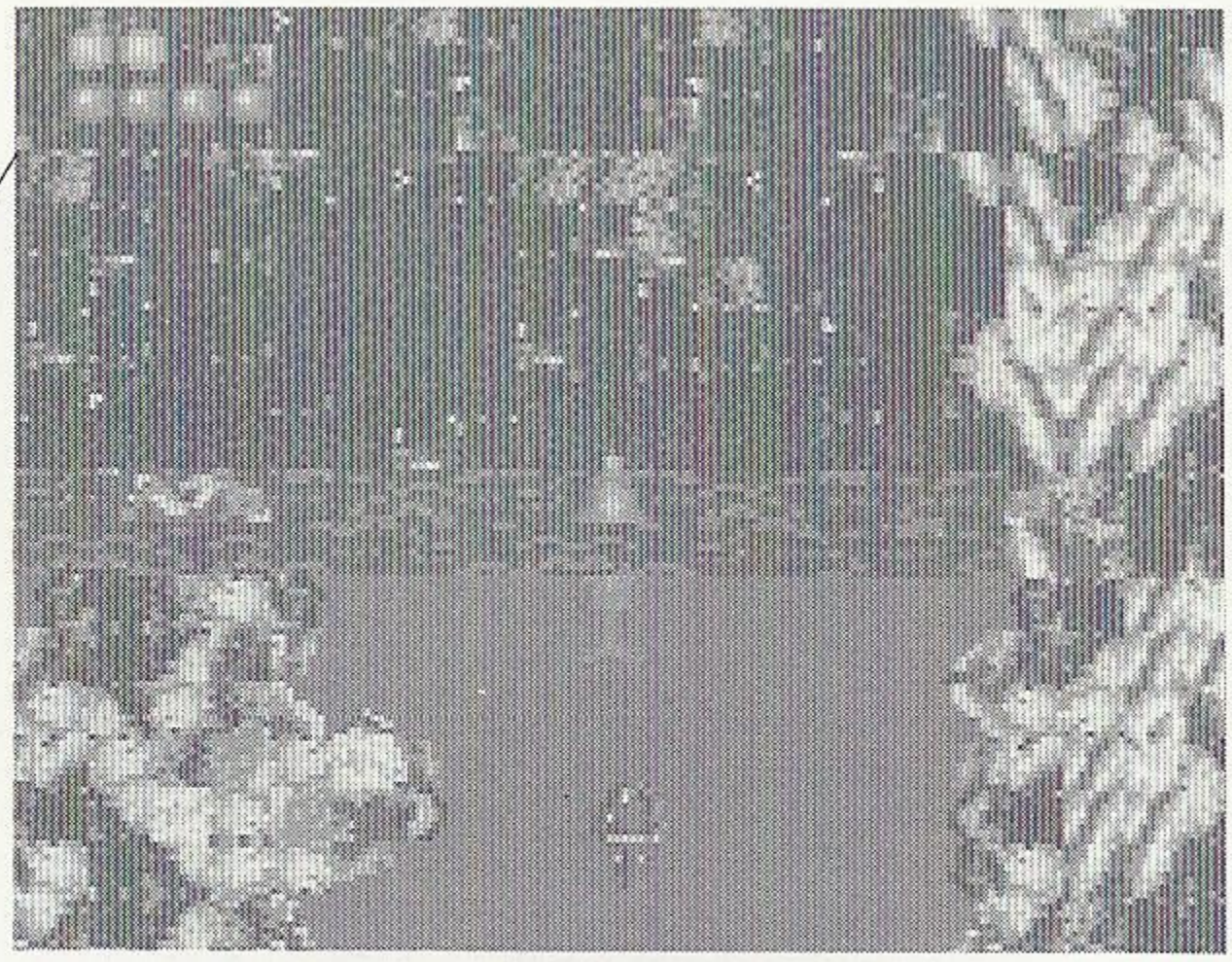
To stay healthy:

- Charge into a school of small fish for food.
- Find healing clams, known as the Shelled Ones. Figure out how to get and use their energizing gifts.

Keep yourself healthy, or you'll soon be overcome by the next lurking or attacking foe.



Breathing



You need to breathe to stay alive. You can dive to the deepest parts of the ocean and into the darkest waters, but you must always find air. Without it, your breath ebbs away. If you run out of air, your questing ends, and you must start the level over.

You can breathe in three ways:

- Leap out of the water, either into the open air or into an air pocket you find in the rocky submerged caverns. You'll regain full breath immediately. *(See page 12 for help on finding air pockets.)*
- Push your head above water, especially in tight submerged pockets where you can't jump. Try to regain full breath, but be aware of dangers that may force you to move on before your Breath meter is full.
- Open the Shelled Ones to release their healing power. You'll regain full breath immediately.

Keep your lungs filled with life-giving breath. Never take a chance on getting caught without an air supply.

Singing



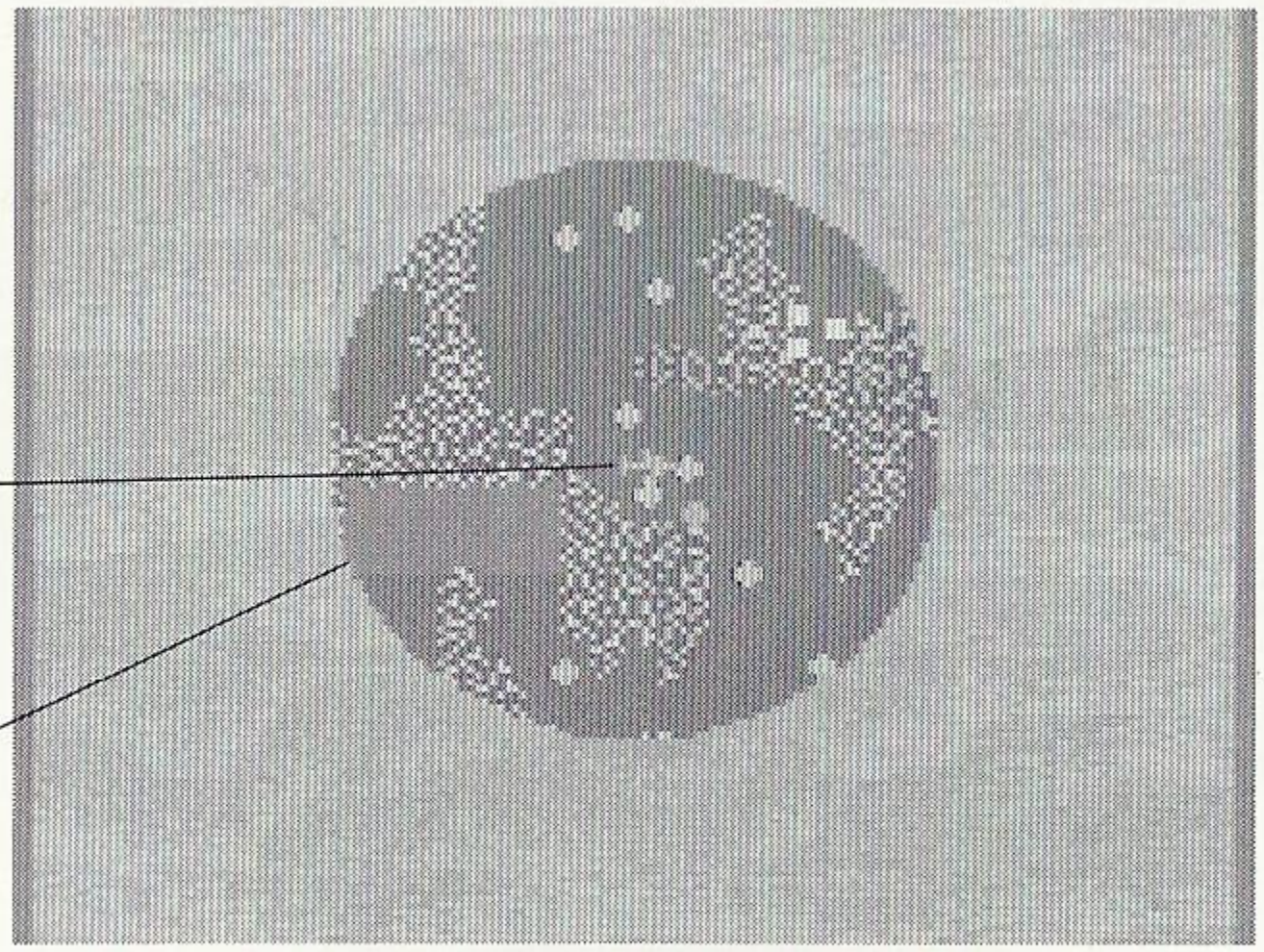
Use your dolphin songs to survive and thrive on your long journey through the sea. Sing to the sea life, to other singers, to Shelled Ones, to Glyphs *(page 13)* and to anything you don't understand.

Songs are powerful. They can:

- Call to other singers, who will respond with songs of their own. You may get clues, pleas for help or important information from them. Press **Button 1** or **2** to read through the text screens. (Press **Start** to skip the screens if you've already read them.)
- Ward off deadly Hungry Ones and other enemies if you've learned the right song.
- Get new songs, information and special powers that are scattered throughout the mazes of the sea.

Songs are Ecco's sonar. Use them constantly to explore the dolphins' world. Don't be afraid to experiment; songs can do surprising things.

Mapping with Songs



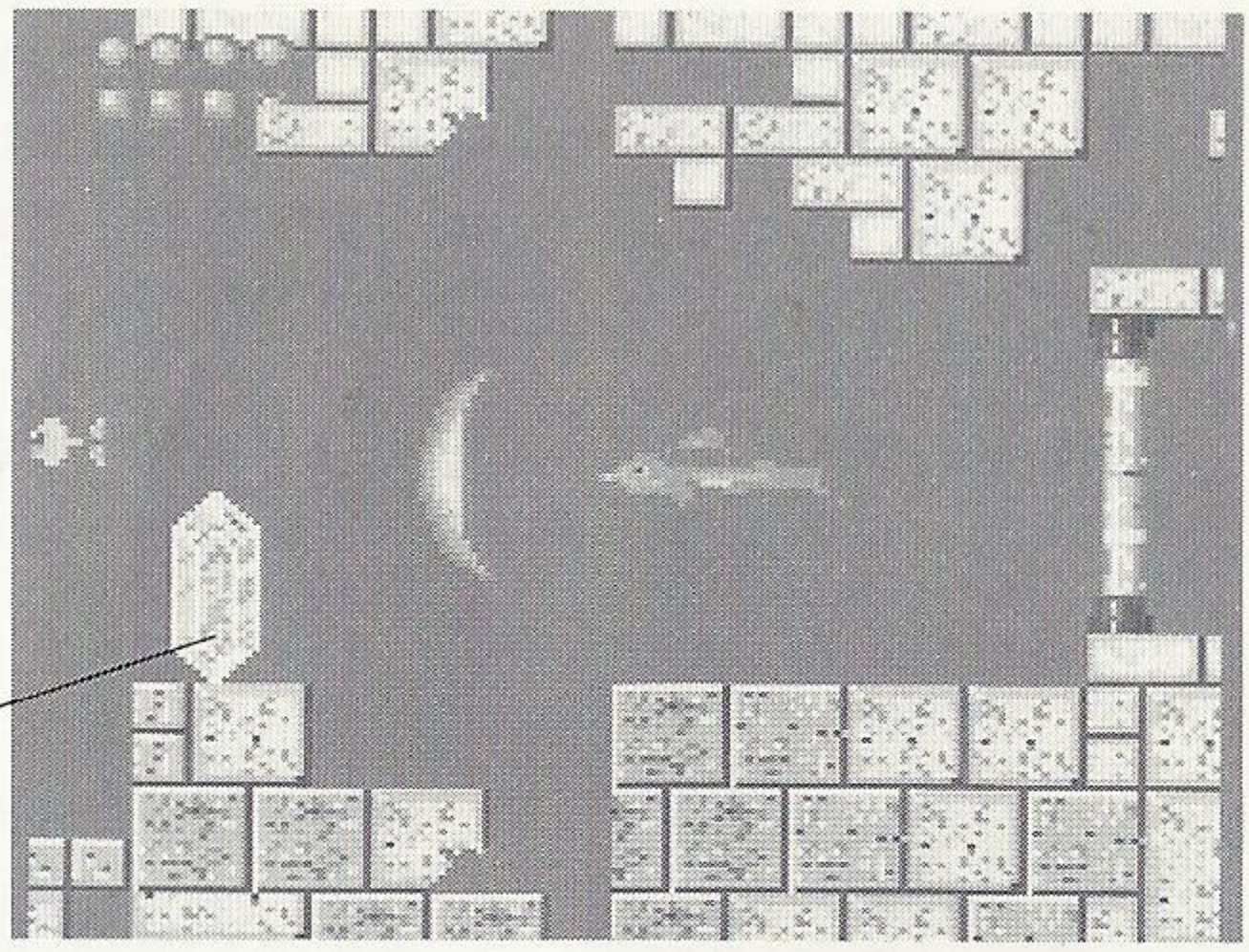
Songs that echo back to you bring long-range information. This is called "echolocation." When you hold down **Start**, your song reverberates through the currents and caverns, returning to you with a map of your surroundings. (Press **Start** to exit Ecco's Sonar Map and return to your quest.)

Ecco's Map shows you:

- Your position.
- Passages through the rocky walls.
- Prowling enemies, shell barriers and other dangers (red objects).
- Glyphs and other interesting items (white objects).
- Air pockets (light blue areas).
- Healing clams (yellow circles).
- Barriers and moveable rocks (yellow blocks).

Make echolocation a habit. Send out echoing songs to get a full view of the ocean scene. "Look beyond your eyes with your song."

Glyphs



Glyphs are mysterious crystals scattered in the ocean depths. The secrets they hold are nearly as old and timeless as the sea itself. Figure out how to gain their powers and knowledge by singing to them or by touching them.

Some Glyphs give you messages. Others impart new songs you'll need to continue the journey. Door Glyphs push you away until you discover how to move them. Gold Key Glyphs unlock the passage to the next level. White Information Glyphs help you solve the mysteries of the sea.

Watch for Glyphs wherever you go, and look for them with echolocation. Try not to miss any.

Take your time. Stay calm. Solve riddles by remembering what you've learned. Don't get frustrated — there's always a solution, and you can find it!

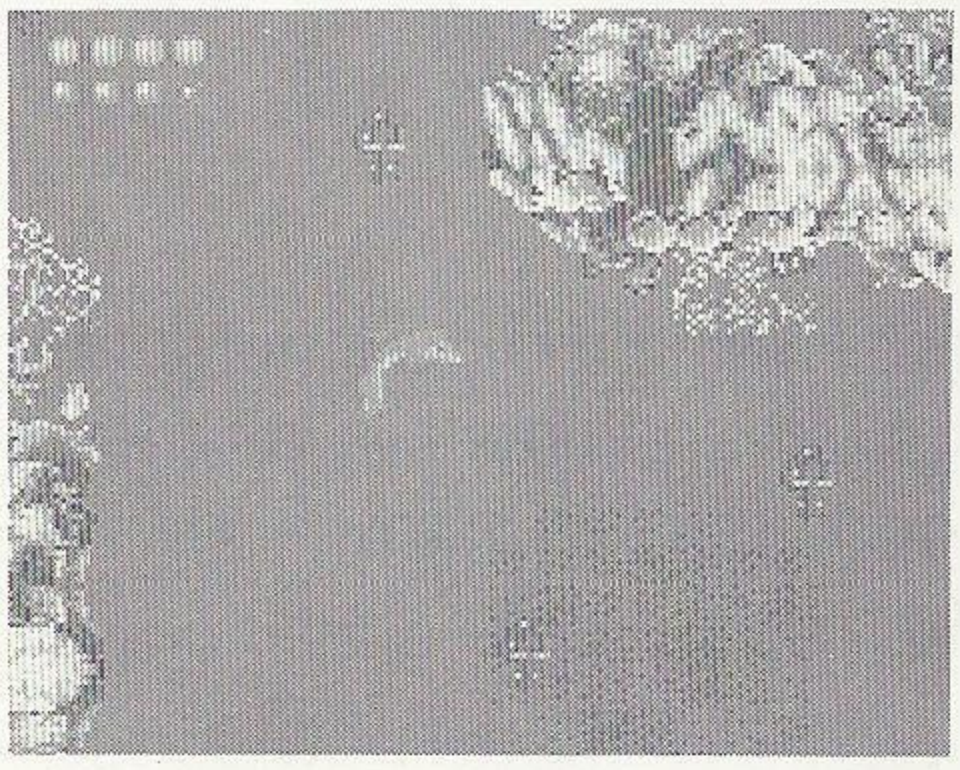


Enemies

The sea is a beautiful yet dangerous place. Most undersea life is your enemy! Use your songs to ward off attackers, or charge to attack them. Some enemies, like the octopus, are so quick that only your wits or a hint from a Glyph can save you.



Always move cautiously in unexplored waters. Going slow is sometimes the fastest way to move ahead.

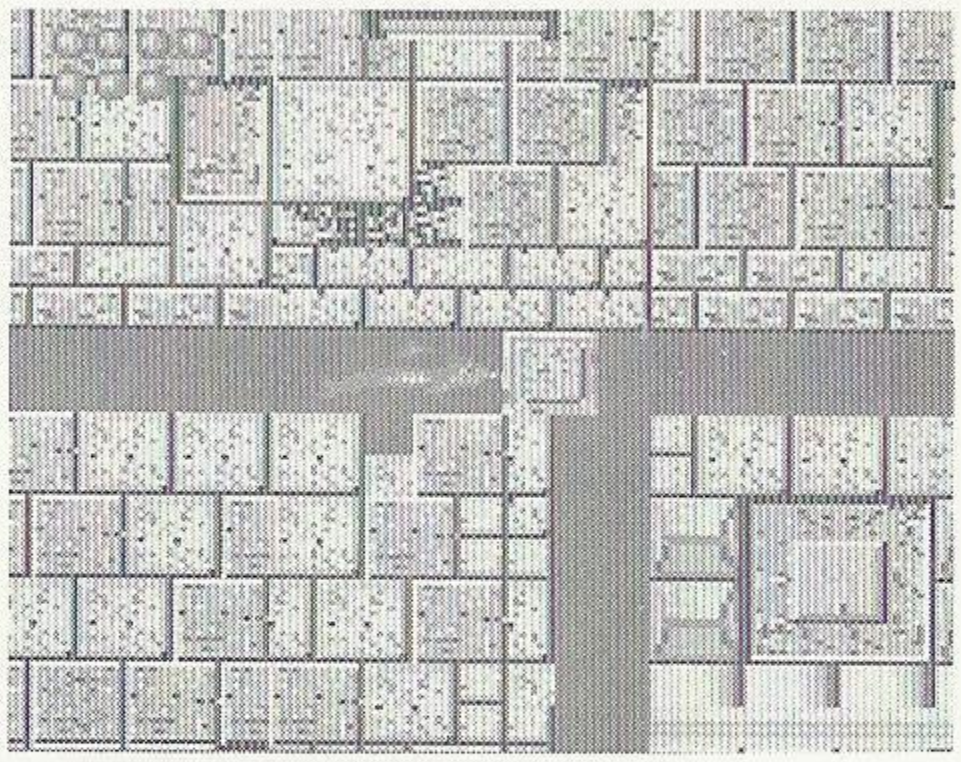








Barriers and Currents



Rocks, shells and island barriers will block your progress. You may be caught in overpowering currents that are too swift to swim through.

For every obstacle, there's a solution. It might be a moveable rock or an unusual form of sea life. The solution may be in a message locked in a Glyph.
Look for ways to solve problems. Try charging to break barriers. Push rocks ahead of you to fight through currents. And keep in mind that the shortest route is not always under water.

Rescuing Lost Dolphins



Two young dolphins are lost in the craggy depths. You must find them and guide them back to safe waters, one at a time.

When you locate a lost dolphin, first sing to him, then slowly glide a little ahead and slightly above him. Try to swim in the direction he's going, but if he turns, that's OK. Wait a few seconds, and he'll turn around again. When he begins mimicking your movements, he's ready to follow. Then you can lead him back to his mother.

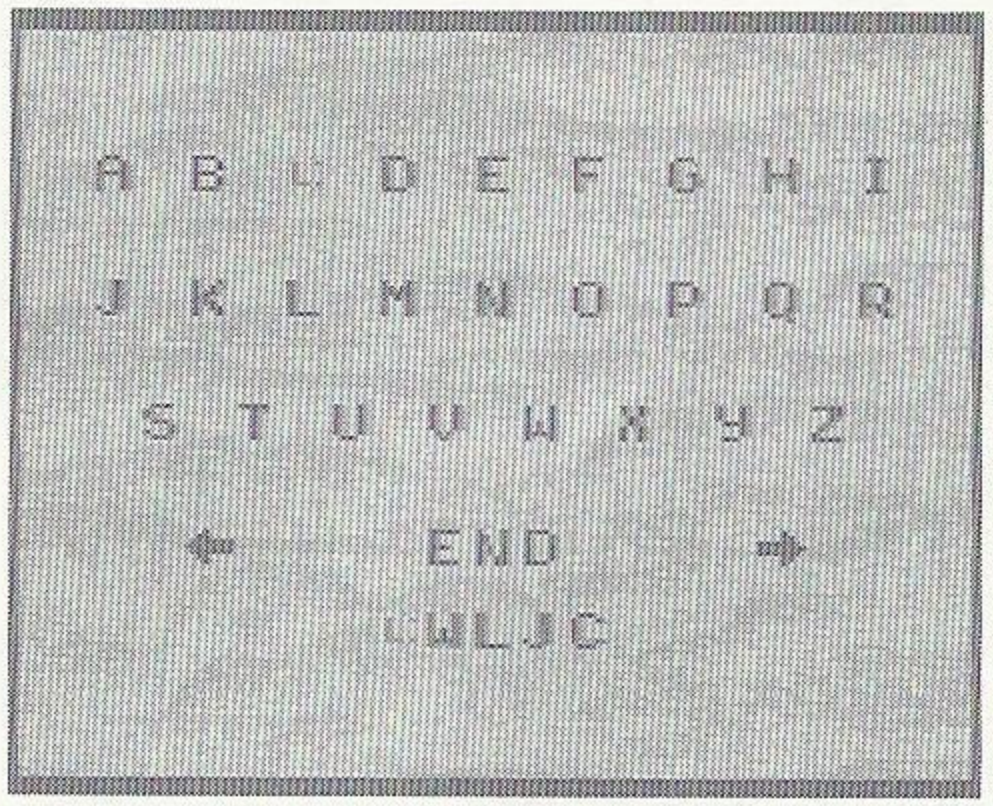
Save the lost dolphins. You'll gain abilities and songs that will help you for the rest of the quest. (You can only save one dolphin at a time.)

Using Passwords

Almost every level has a name and a password. These will appear when you start the level. You can write down the information in the password notebook on page 20. Later, you can use the passwords to begin the game at a level you've already played.

Note: Passwords change each time you restart a level. To return to a level, you can use any of the passwords for that level.

To begin a game from any level, press **Start** at the Title screen, and then move Ecco to the **LEFT** in the submerged cavern. The Password screen will appear.



To enter a password:

1. Use the **D-Pad** to highlight a letter in the letter grid.
2. Press **Button 1** or **2** to add that letter to the password at the bottom of the screen.
3. Press **Start** when the password is complete. (If a password is wrong, you'll be able to change it.)

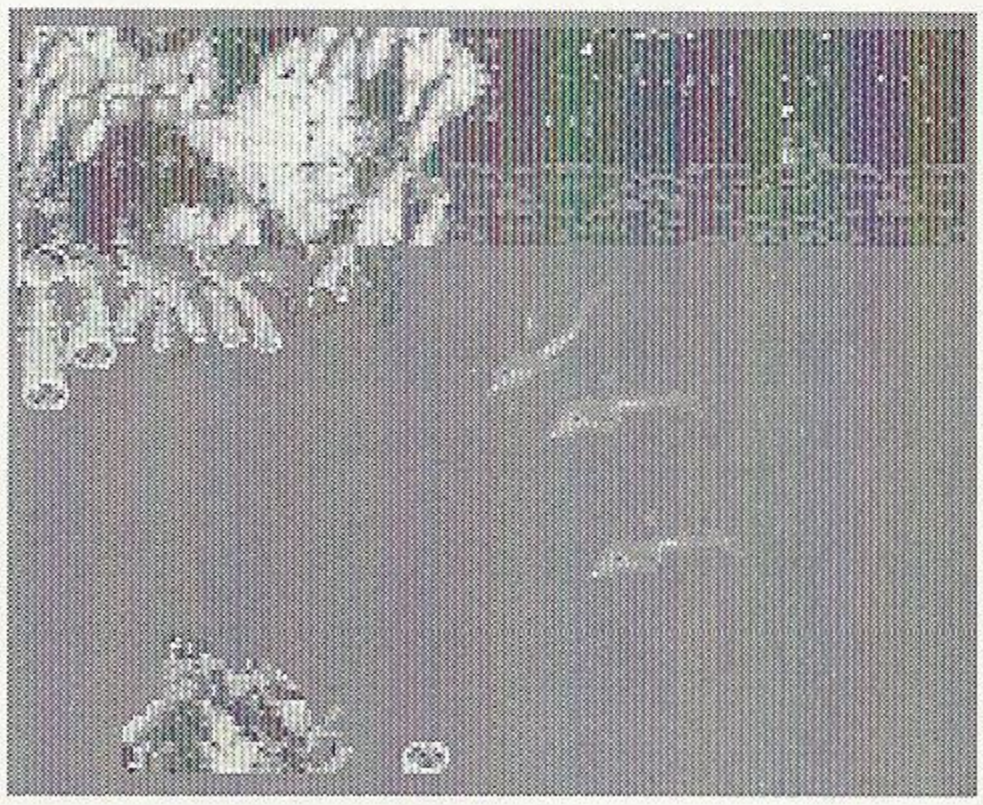
To edit a password:

1. Use the **D-Pad** to highlight the left or right arrow.
2. Press **Button 1** or **2** to highlight a letter in the password.
3. Use the **D-Pad** to select another letter from the grid.
4. Press **Button 1** or **2** to add that letter to the password at the highlighted position.

Note: To exit the Password screen without entering a password, move the highlighted cursor to "End" and press **Button 1** or **2**.

Ecco's Family

Ecco is a bottlenose dolphin, whose species is noted for being almost totally unafraid of humans. They readily approach ships and boats, and are wonderful to watch at play. They are graceful and agile, rising in turns to "blow," and they seldom if ever rudely jostle each other for position.



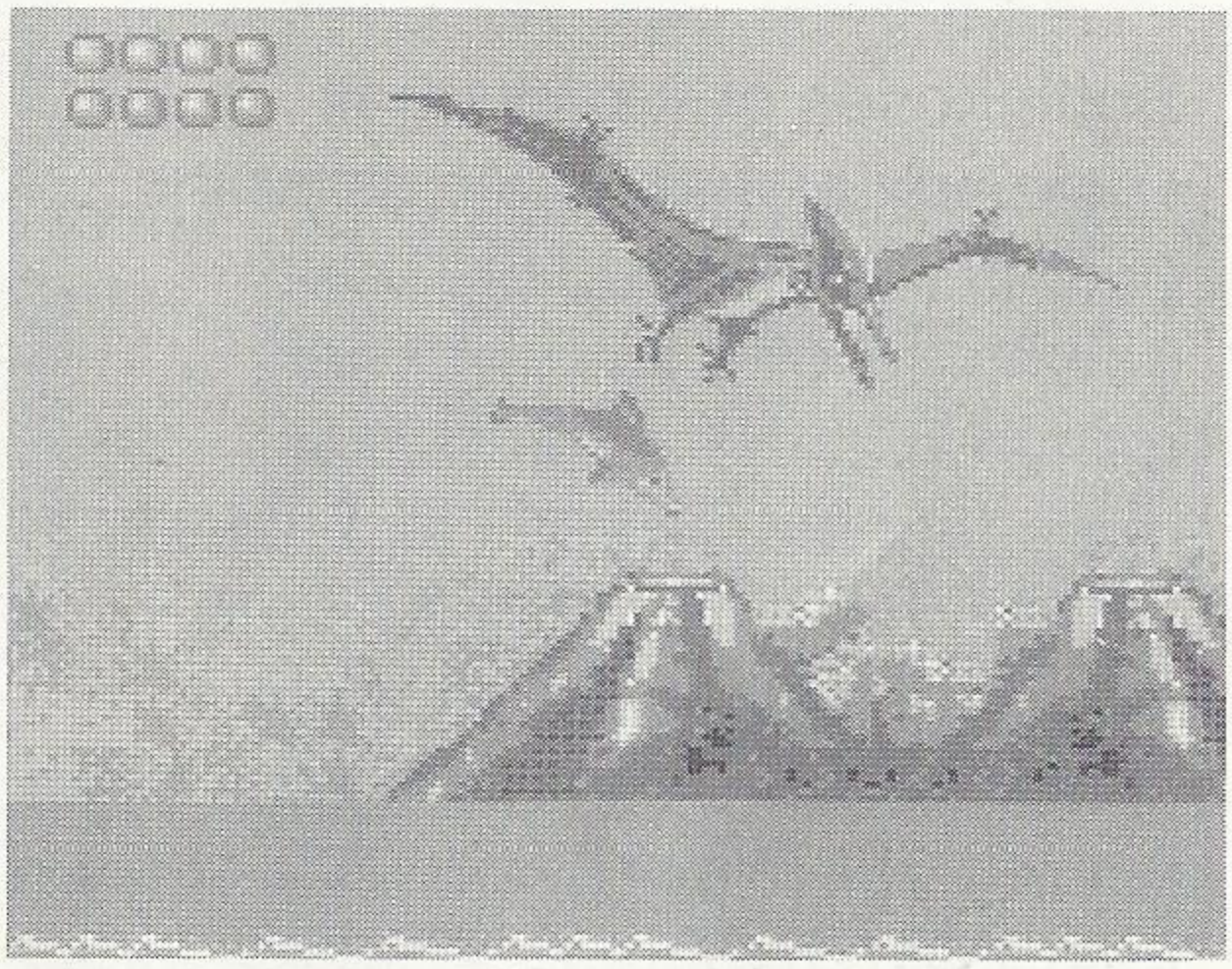
Bottlenoses group in small social units of about 15 dolphins or less. While feeding, each dolphin follows its own track, rising up in the water two or three times a minute. Occasionally before diving, dolphins will "lobtail," loudly flapping their flukes on the water's surface. Usually, they dive for less than a minute, but their underwater stays have been clocked at as long as 10 minutes! At times, individual dolphins will suddenly "breach," hurling themselves 16 feet or more into the air.

Dolphins make their home all over the globe in warm and temperate waters. One of their secrets to being able to live world-wide is their less-than-picky appetite. Bottlenoses eat 15 to 33 pounds of food a day, usually feeding in shallow waters on inshore bottom-dwelling fish. They'll also pleasurably dine on eels, catfish, sharks, rays, hermit crabs and shrimp.

Cooperation seems to be the rule with bottlenoses. On record is the story of a dolphin pod that chased a school of bluefish into a shallow bay. They stationed two guards to keep the fish captive, while the rest took turns chowing down. In another report, three dolphins were seen in a tight cluster, two of them supporting the third, that was stunned, and assisting it to the surface to breathe.

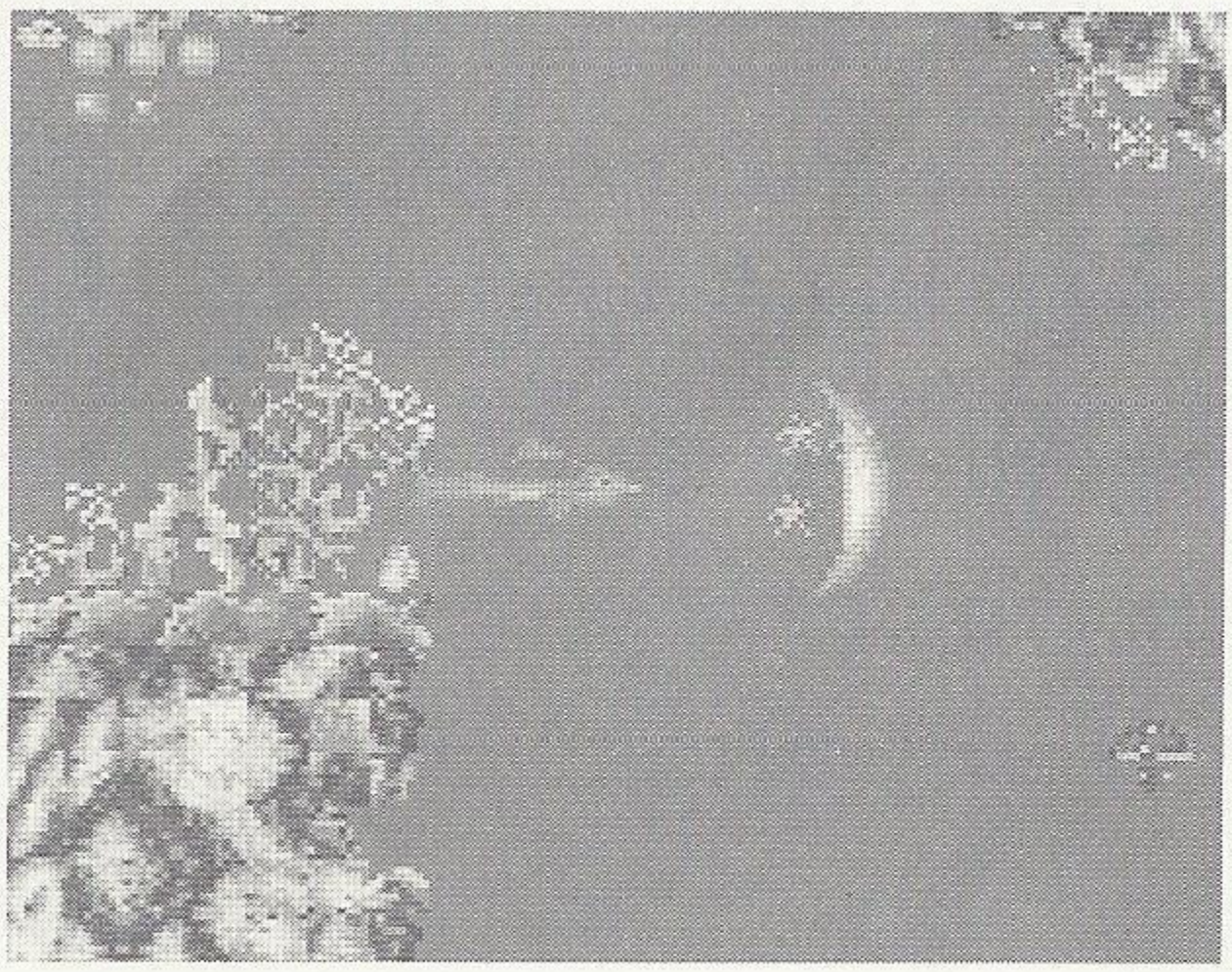
Dolphin Facts

- The scientific name of bottlenose dolphins is *Tursiops truncatus*, meaning "cut-off face." Bottlenoses belong to the superfamily *Delphinoidea*, named after a legend in which the god Apollo rose from the sea in dolphin form. The ancients commemorated this event in the constellation Delphinus, a group of five stars in the shape of a dolphin that can be seen in the northern skies.



- The earliest known ancestors of bottlenose dolphins were the squalodonts, the first true toothed whales, which flourished about 30 to 35 million years ago.
- The average length of bottlenose dolphins is 10 feet, their average weight is about 440 pounds (they can reach a weight of up to 600 pounds), and their average life span is 25 to 30 years.
- Although mostly shallow-water feeders, dolphins are known to "sound" to depths of 1000 feet or more. Dolphins off the west coast of Africa are said to dive to 2000 feet over the steep edge of the continental shelf.
- Bottlenoses have been clocked at speeds in excess of 20 mph.

- Each individual dolphin has a personal "signature whistle," just like we each have our own name.
- Dolphins communicate with a wide range of sounds. They whistle, clap, grunt, chuckle, squeak, rasp, pop and belch. Bottlenoses can also produce a rapid series of clicks, up to 1000 separate sounds per second.
- Dolphins "see" even the most complex shapes with their sonar.
- Bottlenoses often school with other species, such as shortfin pilot whales. They sometimes accompany humpback whales on their migrations.
- In self defense, bottlenoses have been seen ramming large sharks hard enough to push them out of the water.
- In an aquarium, a dolphin watched a human diver cleaning the viewing window. The dolphin then copied the diver, using a seagull feather held in its beak as a scraper. The bottlenose was so efficient and conscientious at the task that the human worker was never called on again!



Clues from the Deep *(continued)*

Books and Videos About Dolphins

Dolphin Days, by Kenneth S. Norris, Ph.D., Avon Books, 1991.

The Dolphin Smile: 29 Centuries of Dolphin Lore, edited by Eleanore Devine and Martha Clark, The Macmillan Company, 1967.

Dolphin Societies: Discoveries and Puzzles, edited by Karen Pryor and Kenneth S. Norris, University of California Press, 1991.

Dolphins at Grassy Key, by Marcia Seligson, Macmillan, 1989.

Encounters with Whales & Dolphins, by Wade Doak, Sheridan House, 1988.

Follow the Wild Dolphins, by Horace Dobbs, St. Martin's Press, 1982.

The Greenpeace Book of Dolphins, edited by Jay May, Sterling Publishing Co., Inc., 1990.

If Dolphins Could Talk, a Hardy Jones Julia Whitty Production, a National Audubon Society Special (PBS Weta Version), 6-18-90.

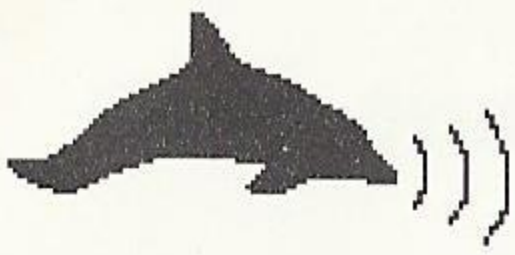
The Living Sea, by Jacques-Yves Cousteau with James Dugan, Harper & Row, 1963.

Sea Guide to Whales of the World, by Lyall Watson, E.P. Dutton, 1981.

Watching the Whales, a Production of Marine Mammal Fund, Fort Mason Center, Bldg. E., San Francisco, CA 94123.

Whales - Dolphins - Porpoises of the Pacific, by Peter C. Howorth, KC Publications, Inc., 1985.

Whales & Other Sea Mammals, by the Editors of Time-Life Television Books, Time-Life Films, 1977.



Ecco the Dolphin *Credits*

Producer: Jerry Markota

Marketing: Ami Blaire

Ecco's Creator: Ed Annunziata

Developer: Novotrade

Technical Director: Laszlo Mero

Main Programmer: Attila Bus

Programmer: Balazs Papai

Artist: Eszter Paris

Music: Csaba Gigor, Gabor Foltan

Hardware Support: Lajos Szabo

Special Thanks: Andrea Eszterhai, L. Szenttornyai, Jozef Molnar

Lead Testers: Dianna Boundy, Conan Tigard, Christine Watson

Testers: Ray Alferez, Mike Bench, Blair Bullock, Shrinivasan Chandrasekara, Harry Chavez, Janine Cook, Aron Drayer, Ivan Foong, Jason Friedman, Mike Gilmartin, Richie Hideshima, Keith Higashihara, Tracy Johnson, Wing Kwan, Vasily Lewis, Jeff Loney, Simmon Lu, Tony Lynch, Mike Madden, Julio Martinez, Pete McNab, Heather Meigs, Lance Nelson, Andrew Podesta, Kirk Rogers, Bruno Sarret, Maria Tuzzo, Katherine Weathers

Manual: Carol Ann Hanshaw

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

COMING IN NOVEMBER 1993 FOR SEGA™ GAME GEAR™



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