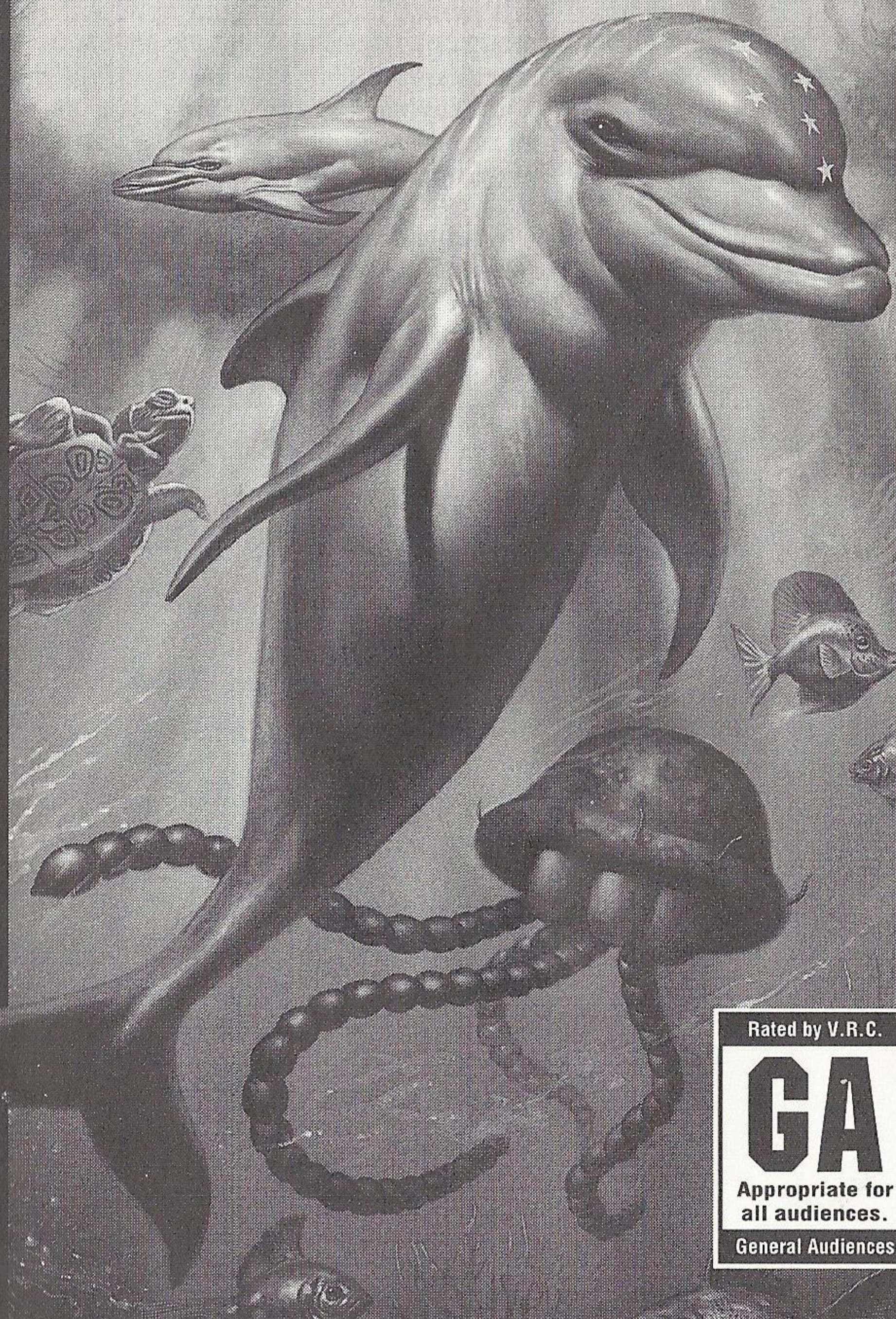
SEGA™

ECCO™

THE TIDES OF TIME™



Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

TM

SEGA™ GAME GEAR™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

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.**

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.

FRENCH INSTRUCTIONS

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

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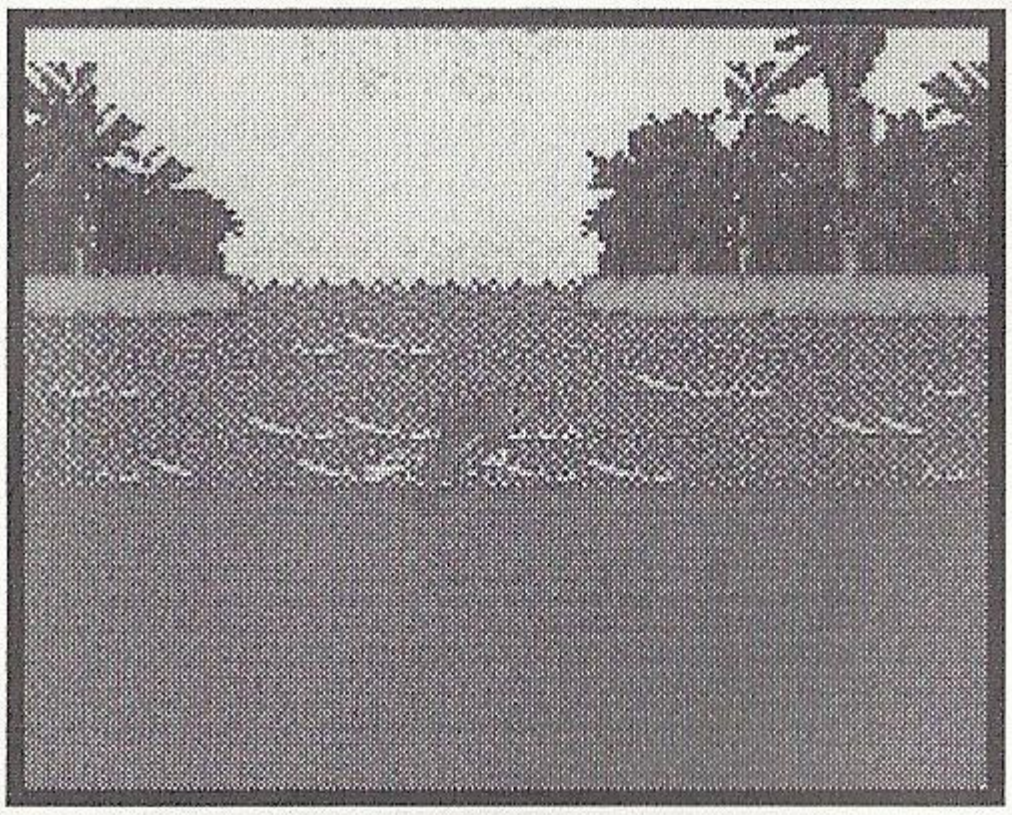
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A Vast Stream of Time

The waters of Home Bay swell with the deep blue of peace. Ecco swims and frolics in the surf. The sea is warm, calm and full of good fish.



Best of all, Ecco's pod is with him, safe again. In fact, it's Ecco who's making waves, leaping, twisting and joyously jumping, challenging his podmates to races and feeding contests!

The Vortex now seems so far away. The Vortex — a nearly invincible and supremely dangerous enemy. It's been only a short time since this monster tore Ecco's family from Home Bay. Then Ecco braved the terrors of unknown waters to find and defeat this evil menace that fed on the creatures of the sea.

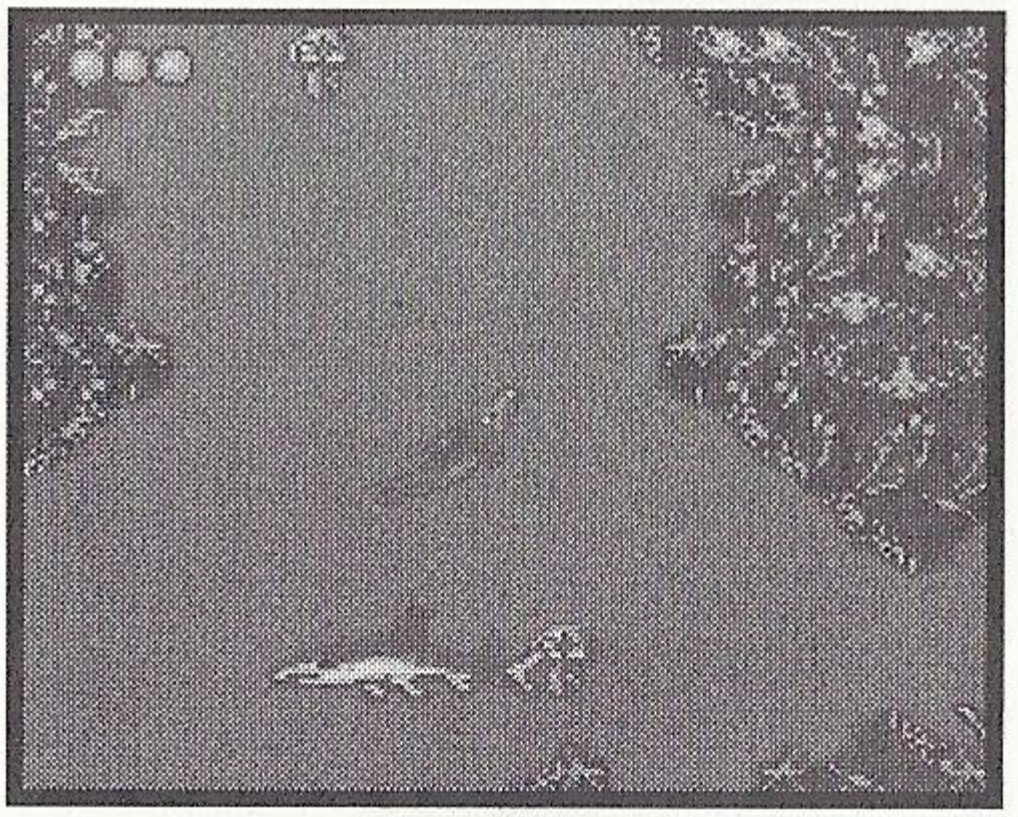
His adventure had taken Ecco through deadly hazards, from the rip tides of southern gulfs to the frozen chill of northern seas. Ecco had fought giant Arctic spiders, trilobites and other strange beings. He had sought help from mysterious — sometimes awesome — denizens of the deep, like his friend the Great Blue Whale.

In his quest, Ecco had discovered the Asterite, a mystical, benevolent creature of great wisdom who had given Ecco immense powers. He had encountered the Atlanteans in their sunken city, and with their help, traveled back in time 55 million years. He had even voyaged to another planet light years from Earth! He had fought the Vortex, and he had saved his pod!

Although his quest is over, Ecco still enjoys the powers given to him by the Asterite. He can breathe underwater without having to find air pockets. His song can become a formidable blast of sound. He is stronger and faster than before.

As Ecco sports with his family, he leaps high into the air, and plunges to the bottom of the shallow lagoon. He is unaware of a new danger that lurks in the seabed — the one he unintentionally led back to Earth . . .

. . . The Vortex queen, though weakened, was not destroyed. She followed Ecco from her hive in deep space back to this young, nourishing planet. Now, plunging into the warm waters of Earth, she seeks out a deep chasm and sinks into the abyss. Here she can feed upon the Earth as she spawns stream after stream of Vortex young.

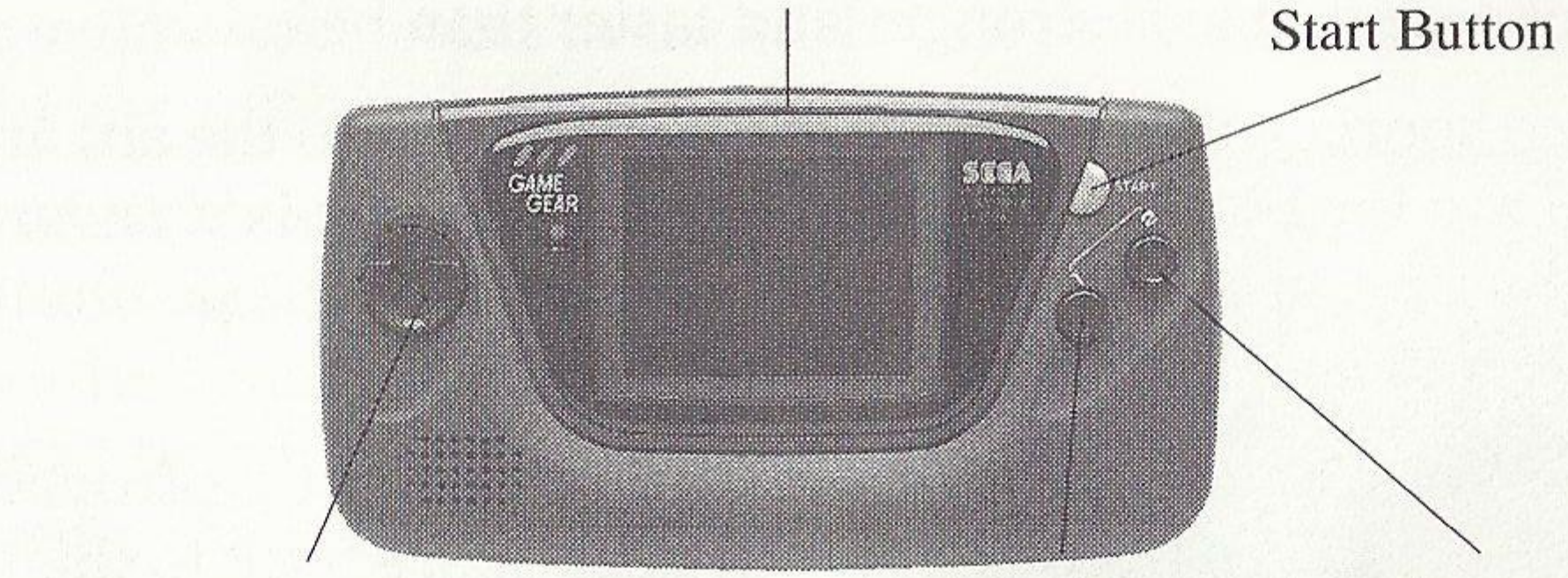


Her feeding builds in strength, creating a downward current against which small fish struggle in vain. She is creating a new Vortex race, and her presence on Earth bodes doom for all its creatures!

Ecco must rid the world of this engulfing evil. Even as he splashes in the waves, the future is unfolding. But must it be a dark future ruled by the Vortex — lifeless, miserable and cold? Does Earth have any chance for a promising future, teeming with energetic life?

Ecco must stop the Vortex! Ecco is "the stone that splits the stream of time." He now faces a quest far more dangerous than any he's yet undertaken. For Ecco must save not only his dolphin pod, but the Earth and all its living creatures!

Setting Up



Always turn the power switch OFF before inserting or removing the cartridge.

1. Set up your Sega™ Game Gear™ and make sure the power switch is **OFF**.
2. Insert the game cartridge **FIRMLY** into your Game Gear.
3. Turn the power switch **ON**. You'll see the SEGA logo, followed by the Title screen.
4. At the Title screen, press **START** to go to the submerged cavern where Ecco will start his quest.

   — or —

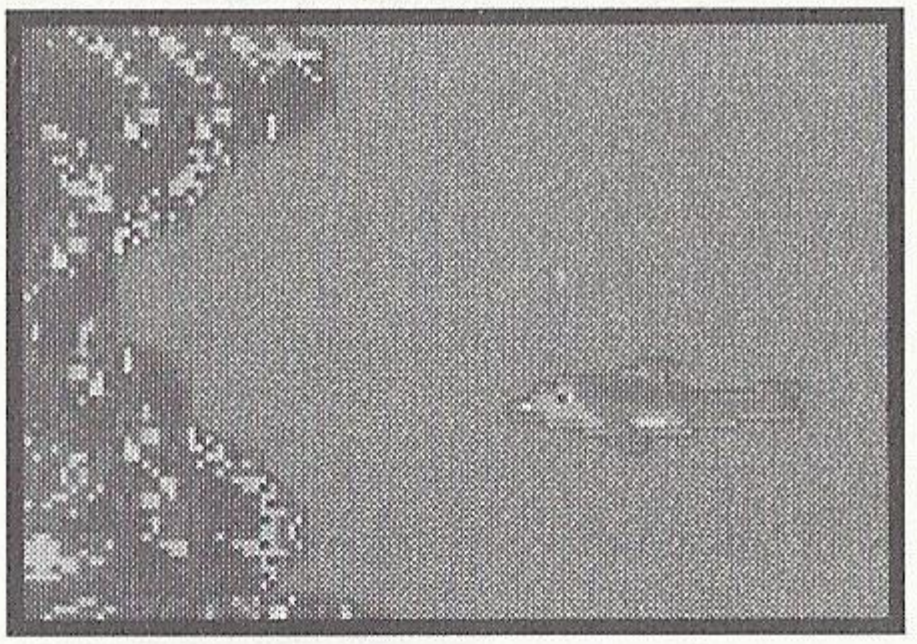
   Wait a few moments, and watch the game demo to see how Ecco solves certain puzzles. When you're ready, press **START** to return to the Title screen. Press **START** again to go to the submerged cavern.

If you don't see the SEGA logo, turn the power switch OFF. Make sure the cartridge is firmly inserted in the Game Gear, and then turn the power switch ON.

Play Controls

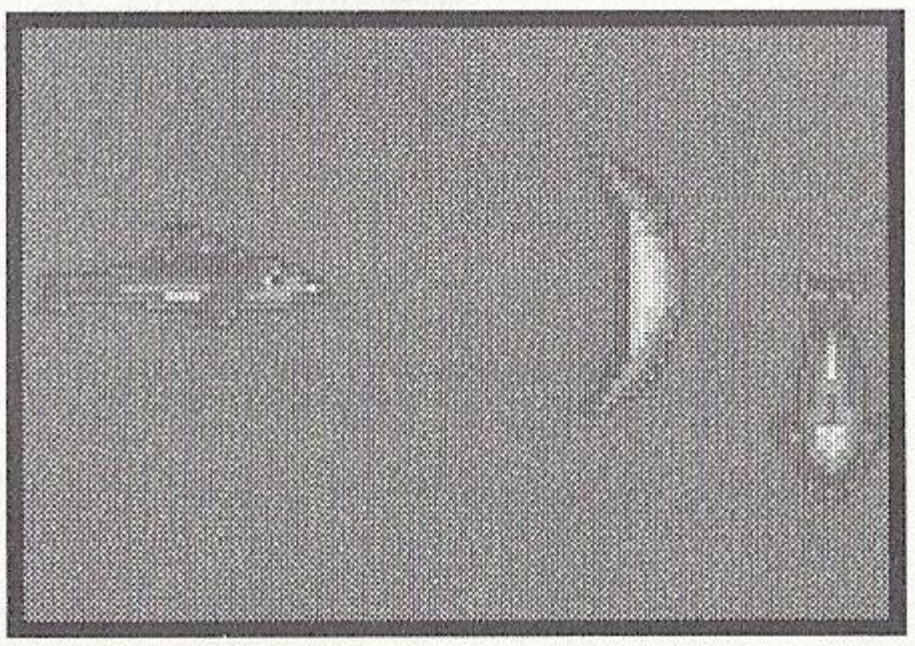
Swim ..... Press D-PAD

Press and hold the **D-PAD** in **any direction** for cruising speed or to swim slowly through dangerous passages. Press **BUTTON 2** to speed up.



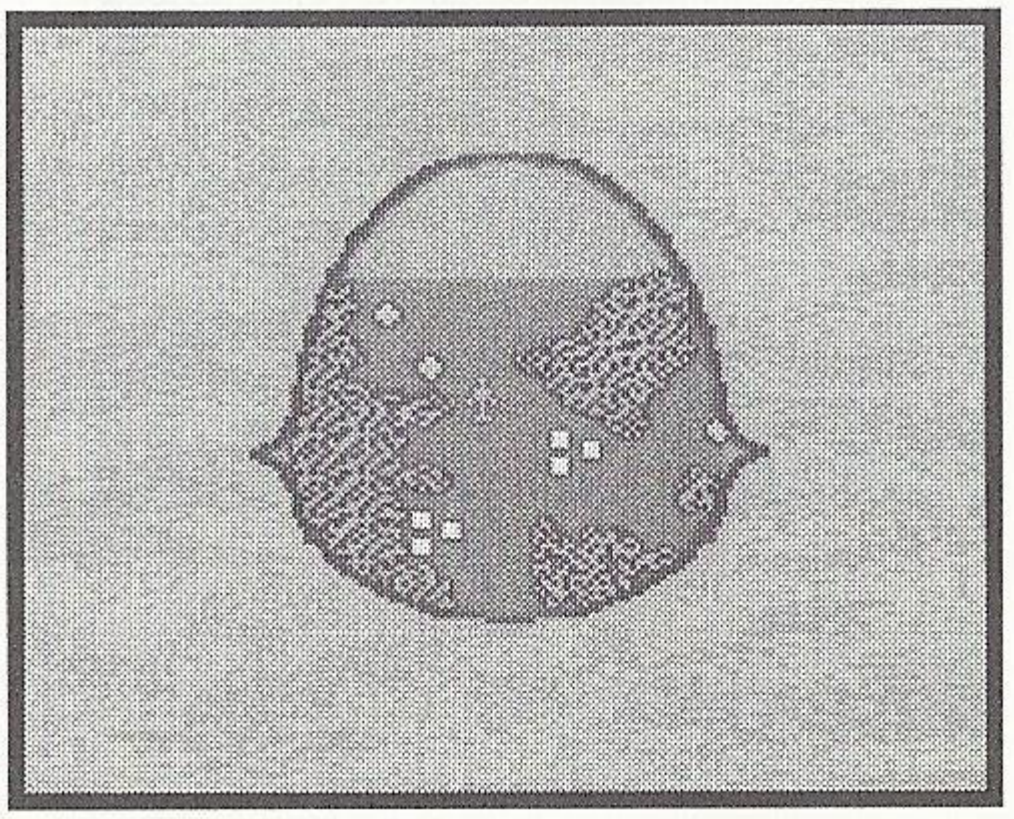
Sing ..... Press START (use sonar)

Ecco's song ripples out in the direction he is facing. Sing to other beings and objects for information, to perform tasks, to repel enemies and to ward off dangers. See page 11.



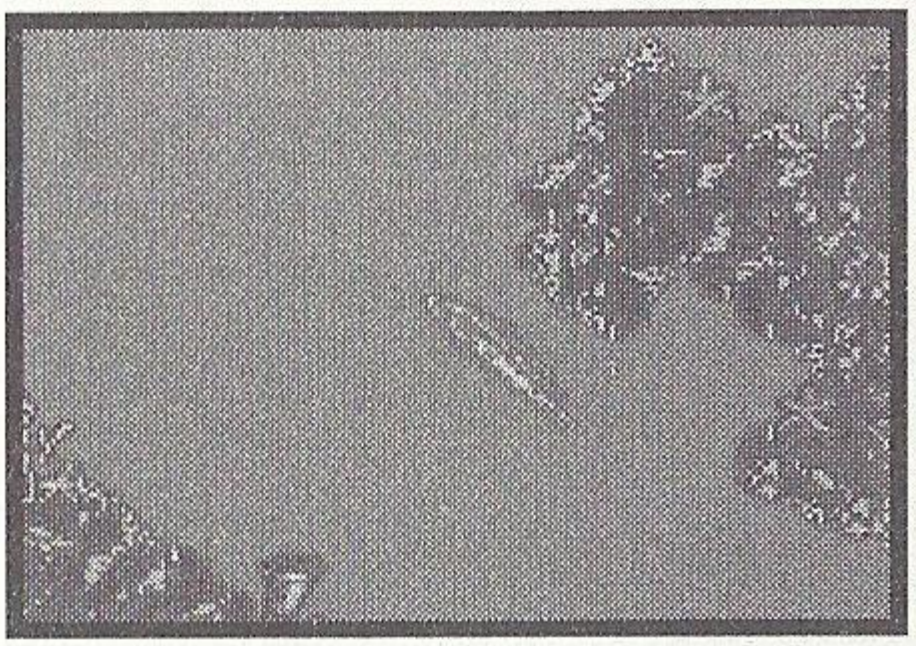
Map with songs ..... Press and hold START (echolocation)

Ecco's song ripples out and returns, displaying a map of important undersea features. Release **START** when the map appears. See pages 12-13 for details.



Exit Ecco's map ..... Press START

Charge ..... Press BUTTON 1



Ecco darts forward in a short-range, high-speed attack. Charge schools of fish for food; charge enemies or certain barriers to destroy them in a cloud of sea-foam.

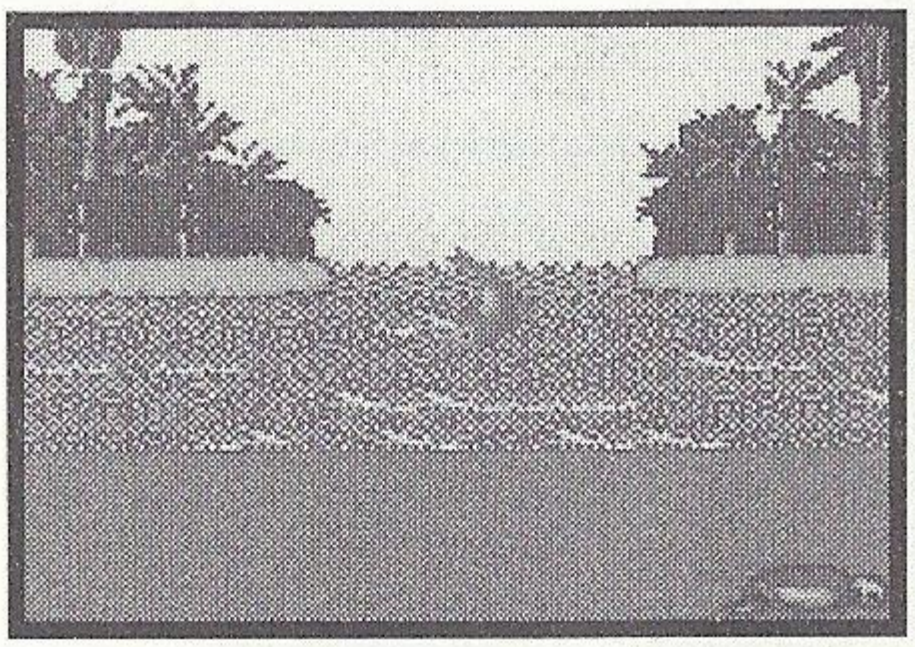
Sonar-charge ..... Press BUTTON 1, then quickly press START

Ecco charges in place and fires sonar that destroys enemies.

Speed swim ..... Tap BUTTON 2

Tap the button repeatedly to increase speed.

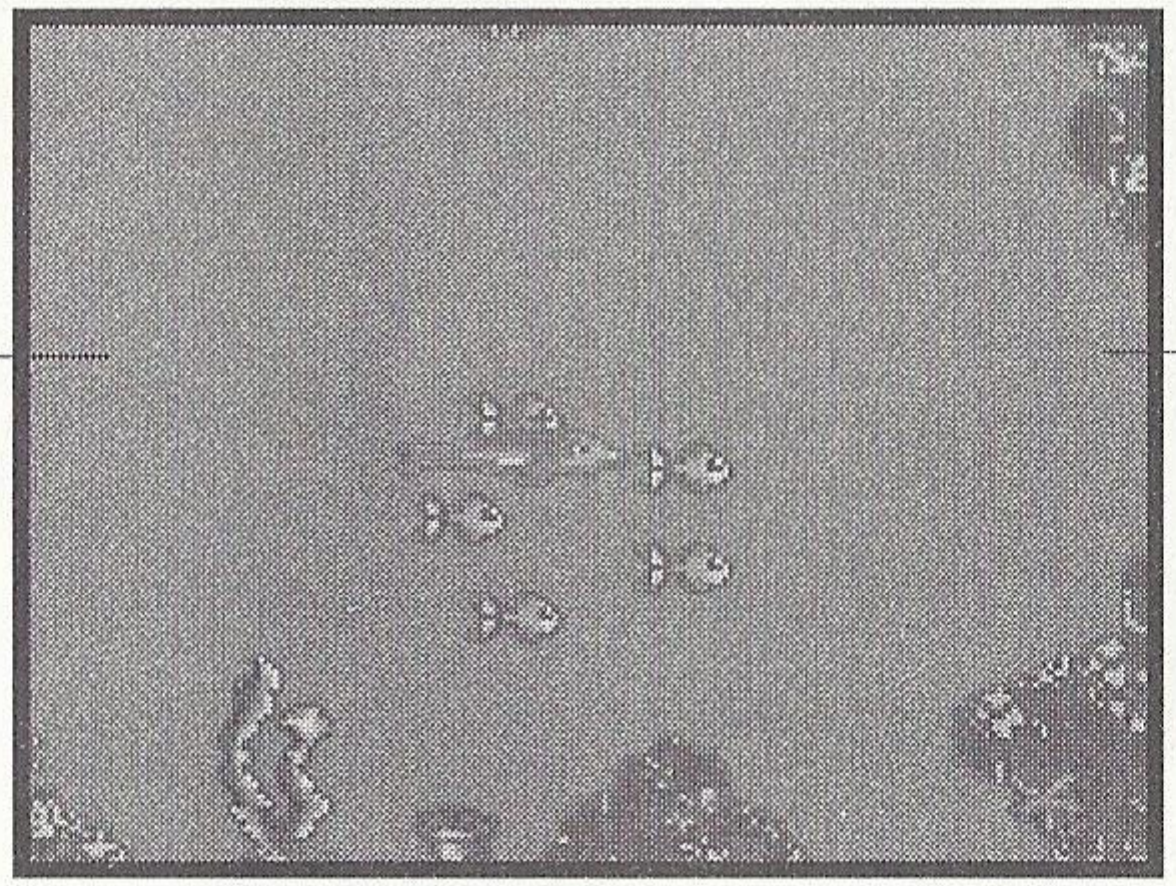
Flip ..... Press the D-PAD toward the water's surface, then press BUTTON 2 when Ecco jumps out of the water



The faster Ecco is swimming, the more spectacular the flip will be!

Exit text screens ..... Press BUTTON 1 or 2

Starting Ecco's Quest



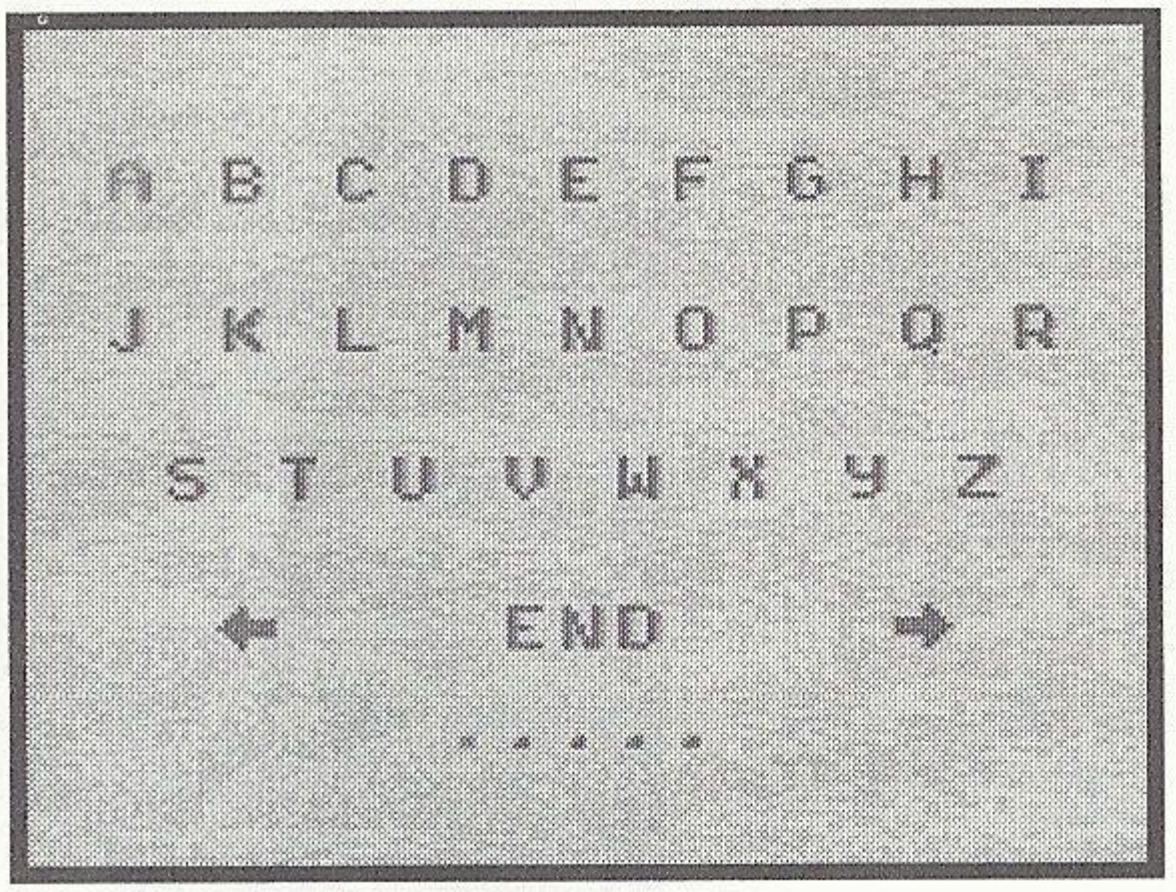
In a calm, submerged cavern, Ecco waits to begin his long journey through the timeless seas.

- Press the **D-PAD RIGHT** to start Ecco's quest from the beginning.

- If you have a password from a previous game, press the **D-PAD LEFT** to go to the Password screen, and enter the password. (See page 8.) From there, you will continue Ecco's adventures from where you left off.

Using Passwords

Every ocean level has a name and a password, displayed on the text screen that appears when you start the level. (You can write down this information in Ecco's Password Notebook on page 19.)



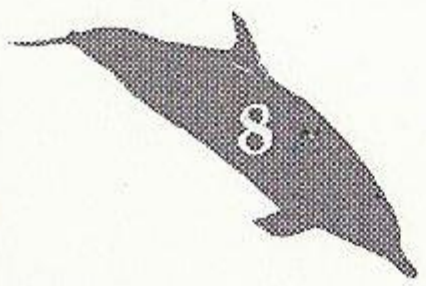
To enter a password:

1. Use the **D-PAD** to highlight the letter you want.
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.

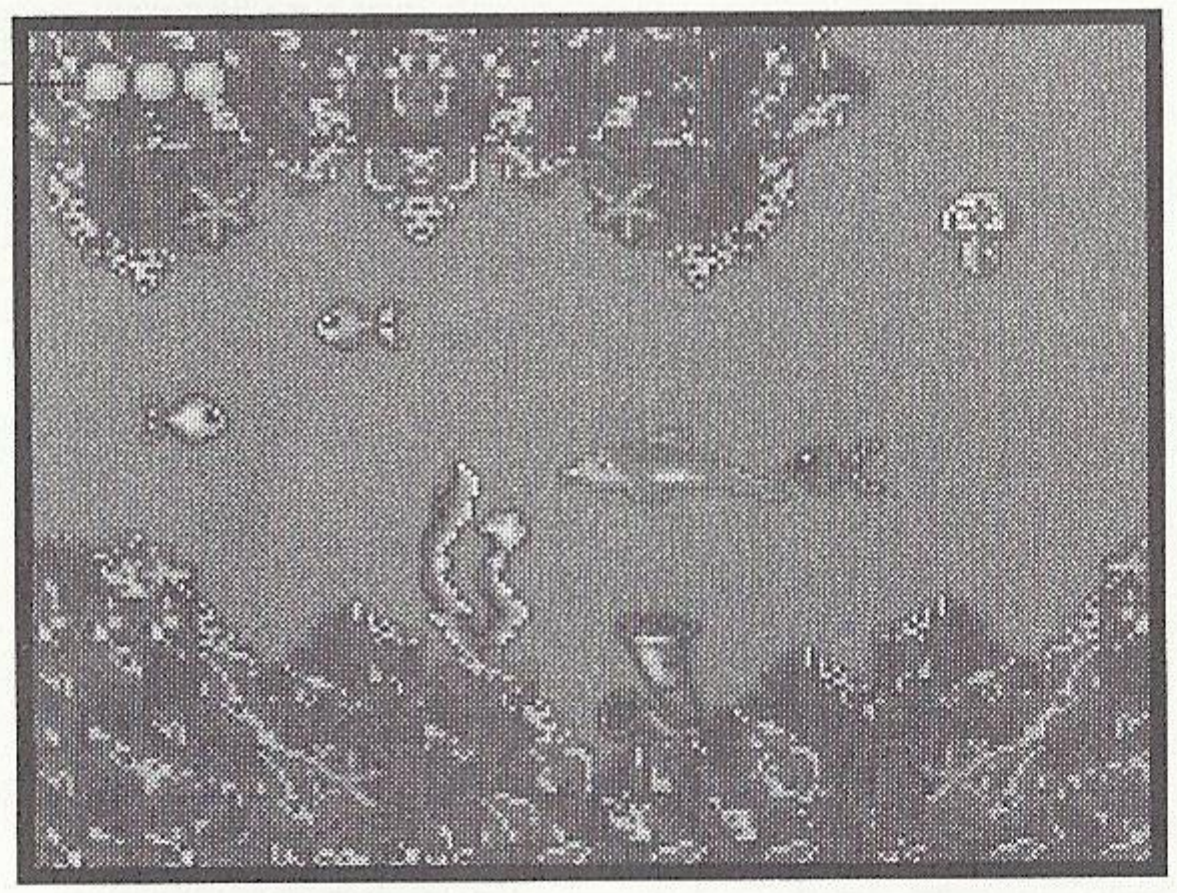
To edit a password:

1. Use the **D-PAD** to highlight the left or right arrow.
2. Press **BUTTON 1** or **2** to highlight a letter.
3. Use the **D-PAD** to select another letter to replace the letter that is highlighted in the password.
4. Press **BUTTON 1** or **2** to add the selected letter to the password.
5. Press **START** when the password is complete.

To exit the Password screen, highlight END and press any button. You'll return to Home Bay.



Staying Healthy



To restore Ecco's health:

- Charge schools of fish for food.
- Sing to Healing Clams and collect their bubbles to replenish Ecco's health (and breath) meter.
- Sing to cave bats to replenish Ecco's health meter.

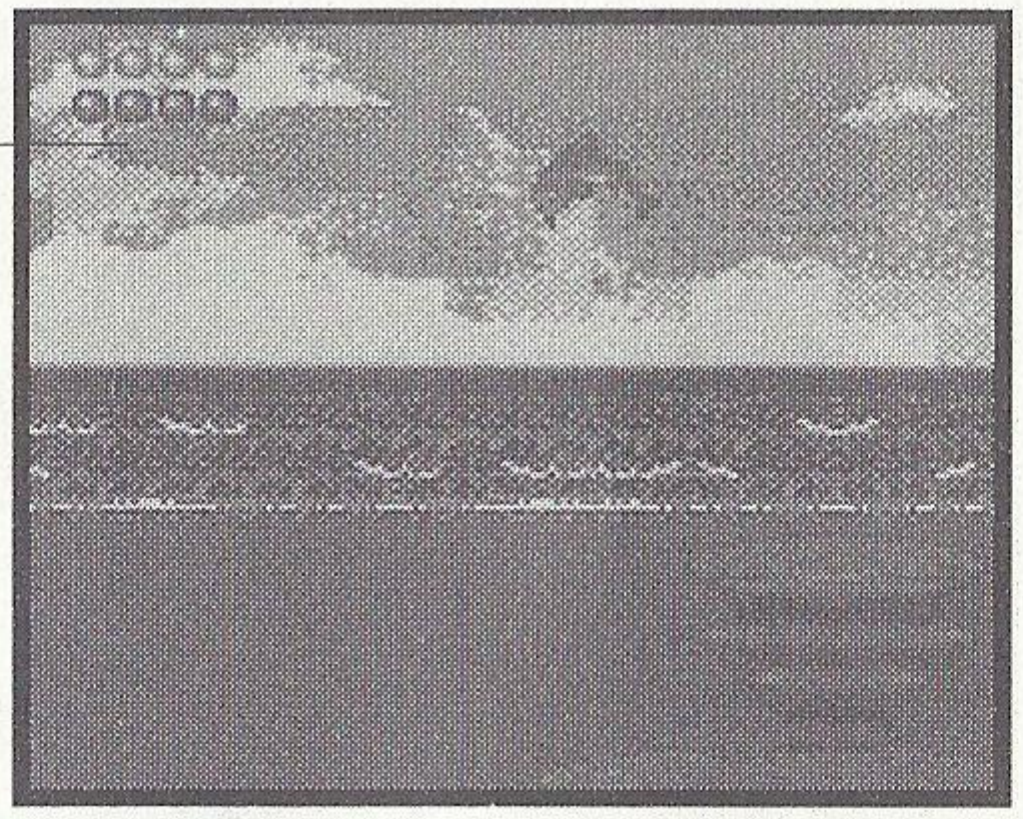
Dangers abound in Ecco's world. Aggressive enemies will attack. Cruising jellyfish, spiky shells, sea worms and many other unexpected hazards injure Ecco when he unwittingly contacts them.

If the health meter disappears completely, Ecco will fade from view, and you'll have to start the level over.



Keep Ecco healthy, or you'll soon be overcome by lurking or attacking foes.

Breathing



Ecco needs to breathe to stay alive. When Ecco is underwater, the units in his air meter ebb away. He must find an air source to replenish his breath. Otherwise, if he runs out of air, his quest ends and you must start the level over.

To restore Ecco's air:

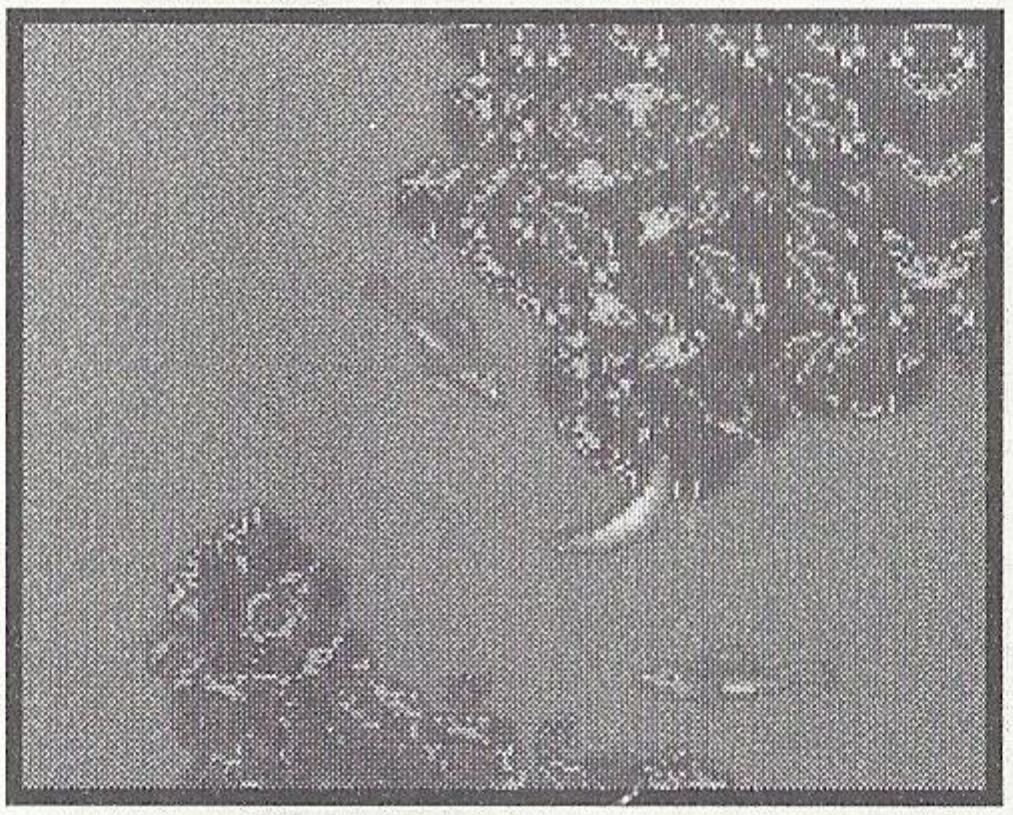
- Leap out of the water into the open air. Ecco will regain full breath immediately.
- Push Ecco's nose above water to gradually recover air. This method takes longer to fill Ecco's air meter. While he's resting, he's an easy target for enemies, so stay aware of Ecco's surroundings.
- Sing to a Healing Clam to replenish Ecco's breath (and health) meter.

Keep Ecco's air meter full. Never take a chance on getting caught without an air supply.

Ecco doesn't have an air meter when the game starts, because he still has powers given to him by the Asterite.

Ecco's air meter isn't used during the traveling stages. He can remain underwater indefinitely without needing air. *See page 16.*

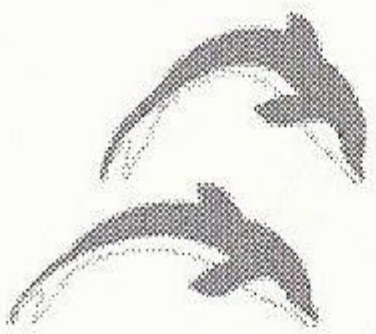
Singing (Using Sonar)



Use Ecco's songs to survive and thrive on his long journey. Sing to the sea life, to other singers, to Glyphs (see page 14) and to anything you don't understand. Learn to listen to your songs; they have many different meanings.

To sing, tap the **START** button.

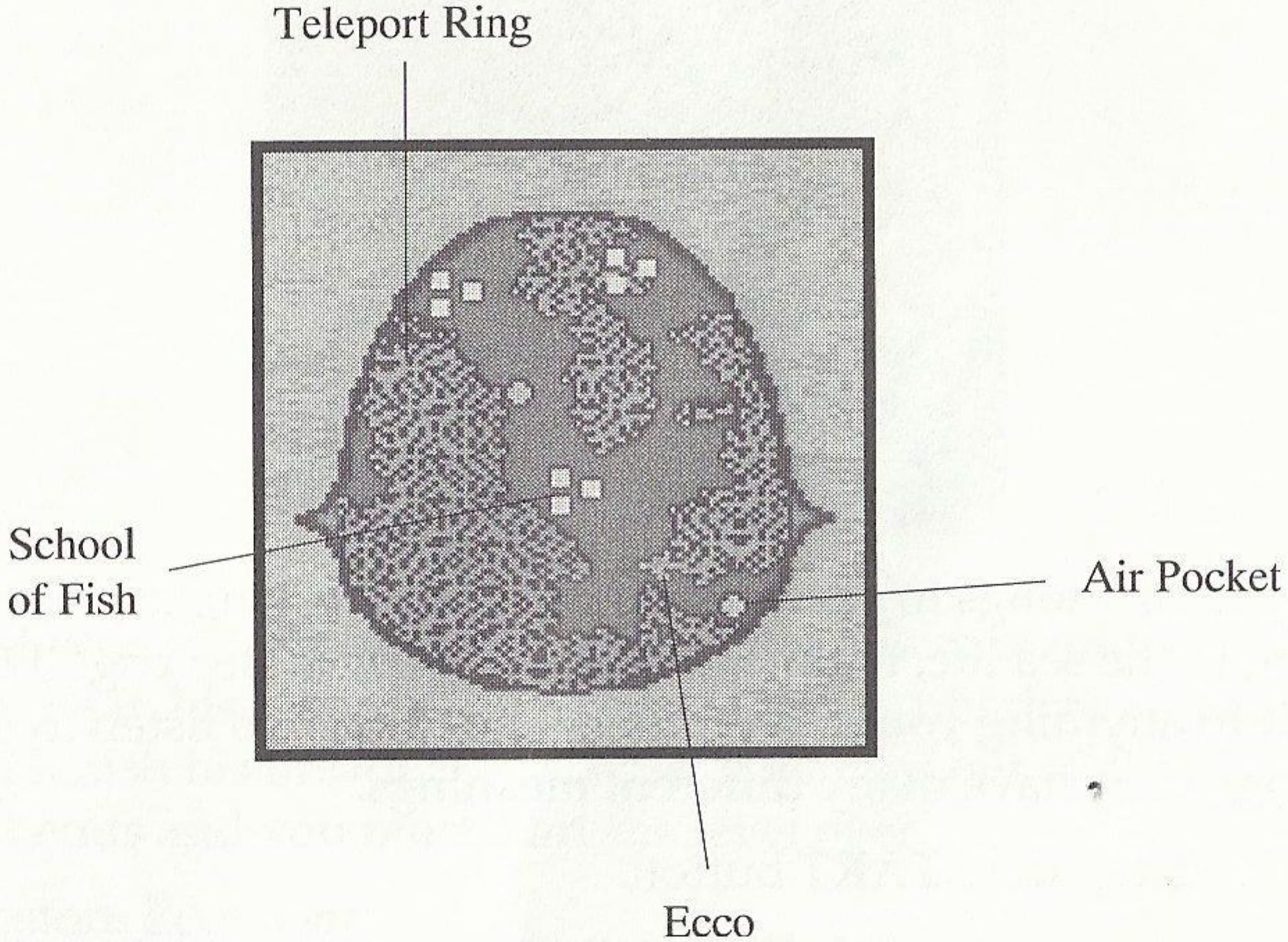
- Songs are powerful. They call to other singers, who will respond with songs of their own. You may get clues, pleas for help or important directions. (Press **BUTTON 1** or **2** to exit a message screen.)
- Some songs ward off the deadly Hungry Ones (sharks), jellyfish and other enemies.
- Songs elicit new songs, special powers and information from Glyphs scattered throughout the mazes of the sea.
- Songs may help Ecco solve puzzles. When in doubt, test your surroundings with songs.



Songs are Ecco's sonar. Use them often to explore the dolphin's world. Experiment with songs; they can do surprising things.

But always be ready to either charge into an enemy to attack it, or dart away from fast-moving danger to avoid it.

Mapping with Songs (Echolocation)



Songs that echo back to you bring long-range information. This is called "echolocation." When you hold down the **START** button, Ecco's song reverberates through the currents and caverns, returning with a map of Ecco's surroundings.

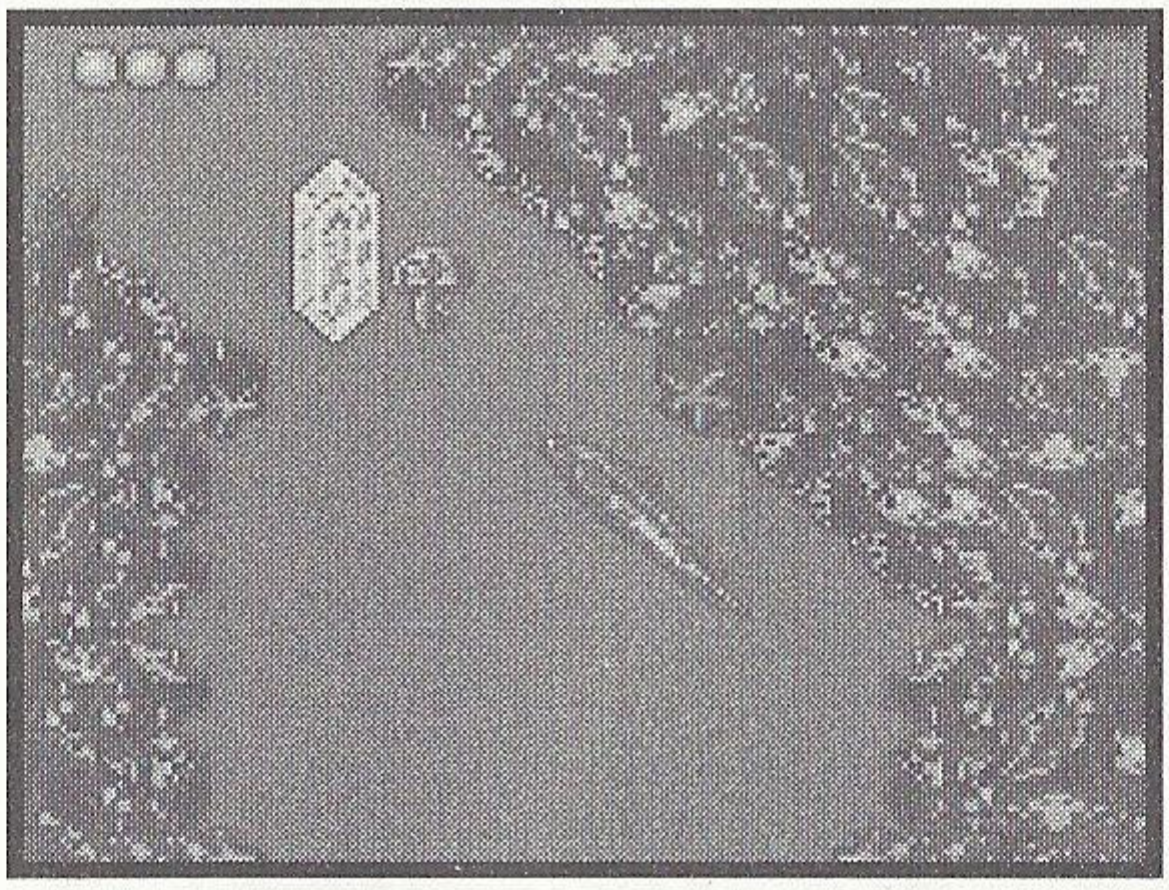
To see Ecco's map, press and hold the **START** button:

- A sonar map will appear, showing Ecco's position, undersea passages and outlets to the surface.
- Ecco appears as a white dolphin.
- Prowling sharks, cruising jellyfish, spiky shells and other enemies and dangerous objects appear as red dots.
- Light blue areas indicate submerged caverns.
- Ecco's friends and schools of nourishing fish appear as white squares.
- Glyphs are shown as large white crystals.
- Teleport rings appear as circles with yellow dots. (See page 16 for information on teleporting.)
- Meta spheres appear as small white crystals.
- Press the **START** button to exit Ecco's map.



Make echolocation a habit. Send out echoing songs in all directions to get a full view of the ocean scene. If you can't find something you need (such as an air pocket or escape route) in one direction, it may be close by in another. "Look beyond your eyes with your song."

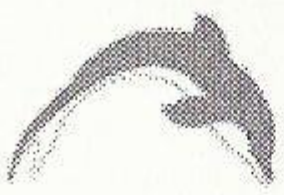
Glyphs



Glyphs are mysterious crystals scattered in the ocean depths, tucked in narrow submerged niches, and drifting buoyantly in water tubes. The secrets that the Glyphs protect are as old and timeless as the sea itself.

Glyphs hold the essential secrets of the stream of time. Sing to them (**START** button) or touch them to gain their powers.

- **Key Glyphs** are gold. They impart new songs that Ecco needs to pass Barrier Glyphs and continue the journey.
- **Information Glyphs** give clues and messages.
- **Barrier Glyphs** push Ecco away. Learn special songs (by touching other Glyphs) to remove the Barrier Glyphs and gain passage.



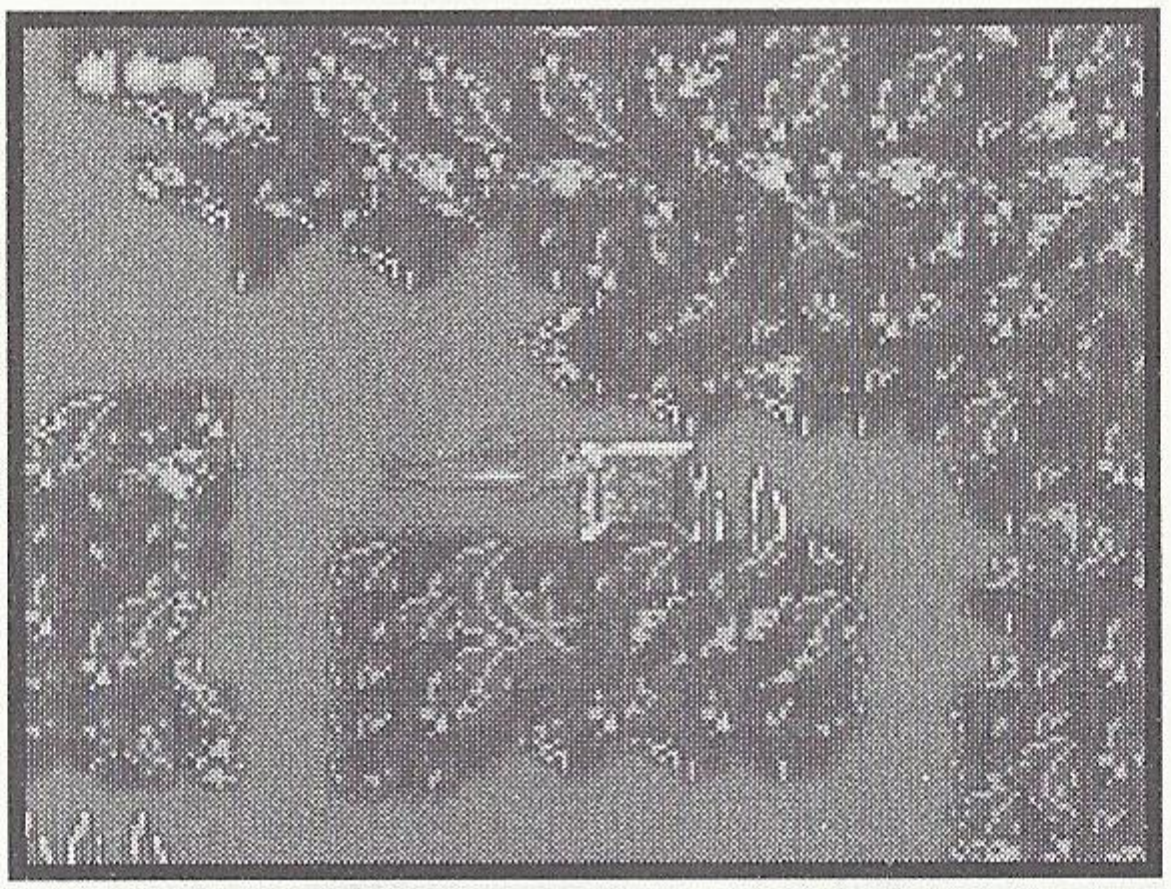
Watch for Glyphs wherever Ecco travels, and look for them with his songs. Try not to miss any of them; most of them are important!

Solve the riddles of the Glyphs by remembering what you've learned. Stay calm, and take your time. Clues will often be in messages from other Glyphs.



Don't despair — a solution is always at hand, and you can find it!

Solving Problems



Ecco's world is an incredibly beautiful yet dangerous place. Most undersea life is Ecco's enemy! Use songs to ward off attackers, or charge to dissolve them into sea foam. Some enemies, such as the Giant Medusa, are so quick and threatening that only your wits or a hint from a Glyph can save Ecco.

Rocks, shells and island barriers will block Ecco's progress. He may be caught in deep channels far from the surface with its life-giving air. Earthquakes, rock falls and other disasters will plague Ecco's quest.

For every obstacle, there is a solution. It may be in a message from another creature, nestled on the ocean floor or waiting in a Glyph. It could even be in the sky!

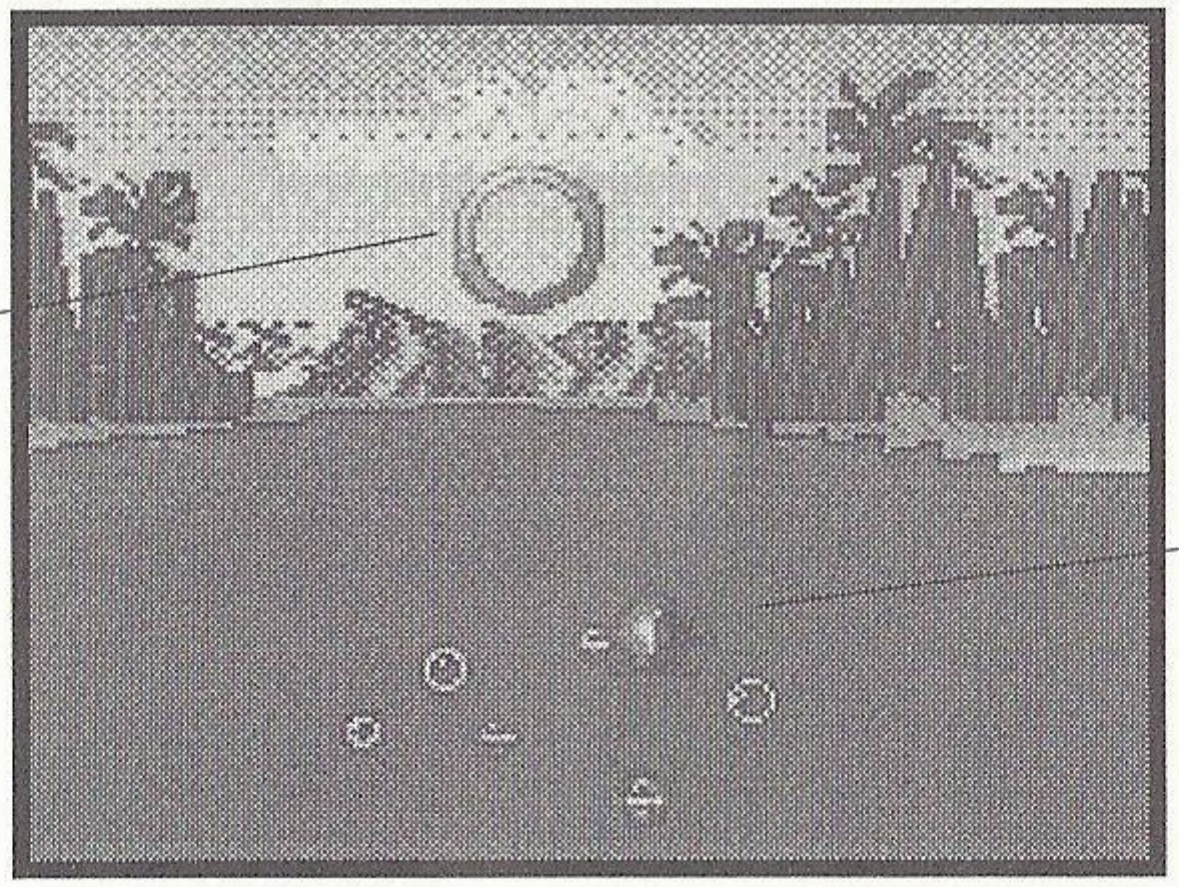


Search for moveable rocks and unusual sea life. Figure out how to use them. Try charging to break barriers.

Avoid enemies by swimming slowly. Always move cautiously in unexplored waters, and use echolocation to map Ecco's way. Going slow is sometimes the quickest way to move ahead!

Nudge, push and sing! And remember: the shortest route is not always underwater.

3-D Traveling



The waters abound with teleport rings made for Ecco by the farsighted Atlanteans. Ecco can speed through the rings to cover vast distances in a few moments.

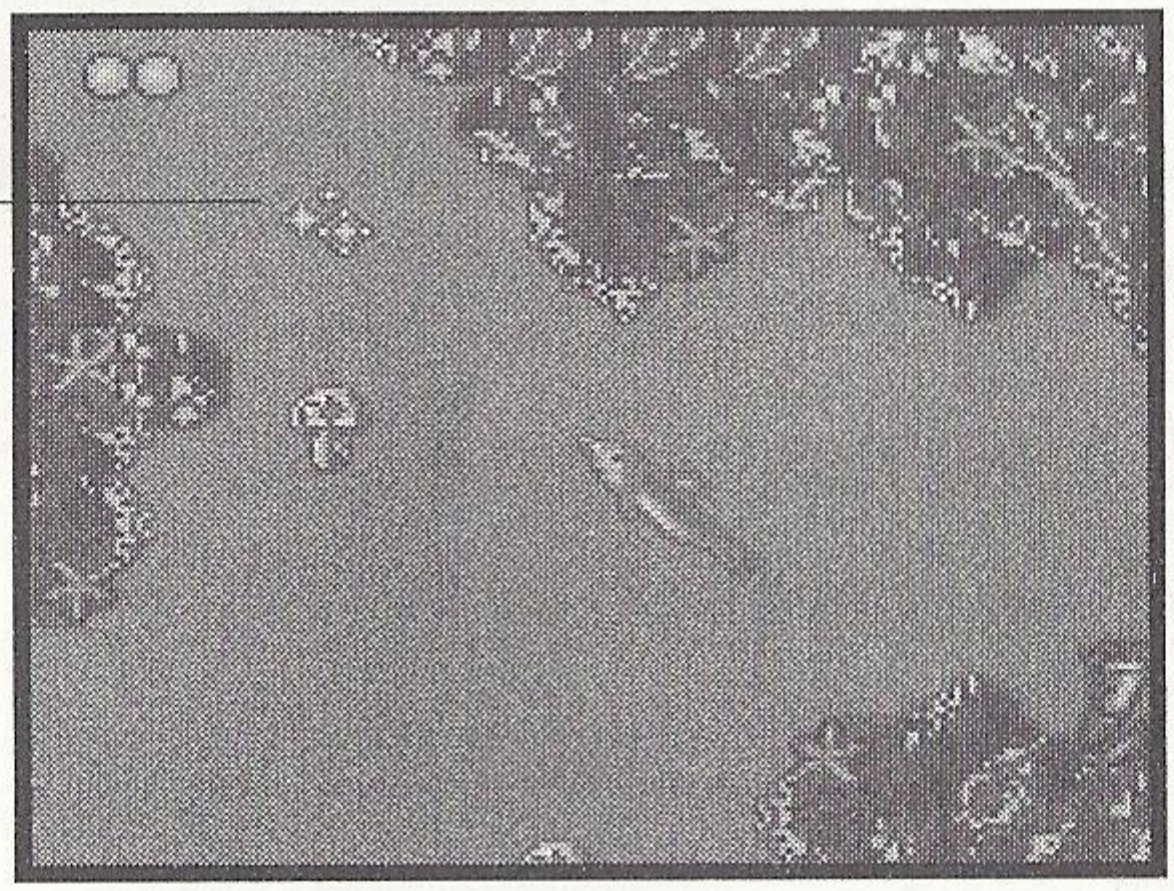
Begin this amazing 3-D journey:

- Swim into a teleport ring you find in the water. Ecco must swim or leap through the teleport rings, both underwater and suspended in the air, in order to reach his next destination.
- If Ecco succeeds with enough teleport rings, he reaches the next level. If he loses all the Ring Icons, he must try again.
- Ecco breathes effortlessly during teleportation and does not need an air meter.



Succeeding with the rings takes some practice, but the rewards are well worth your efforts.

Morphing



Touch meta spheres to transform Ecco into other lifeforms and use their special powers.

- When morphed, Ecco takes on the form and attributes of another creature, but he loses his own powers. In particular, Ecco cannot sing while transformed.
- A transformed Ecco can touch a different meta sphere or the water's surface to regain his dolphin form.
- Accidents, collisions or injury can also cause Ecco to lose his morphed shape.



"Sometimes to escape your enemy, you must become your enemy."

Ecco's Notebook

Clues from the Deep

Write down hints you discover from Glyphs, singers and other creatures of the depths.

1. The Asterite gave you the power to defeat the Vortex and save us all.

Passwords

Keep a record of passwords for the levels you reach. Use passwords to start the game from the last level you played, or to return to any level you want to play over.

LEVEL NAMES	PASSWORDS
1. Crystal Springs	U E P M C
2.	_ _ _ _ _
3.	_ _ _ _ _
4.	_ _ _ _ _
5.	_ _ _ _ _
6.	_ _ _ _ _
7.	_ _ _ _ _
8.	_ _ _ _ _
9.	_ _ _ _ _
10.	_ _ _ _ _
11.	_ _ _ _ _
12.	_ _ _ _ _
13.	_ _ _ _ _
14.	_ _ _ _ _
15.	_ _ _ _ _
16.	_ _ _ _ _

Ecco: The Tides of Time Credits

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Developer:	Novotrade
Technical Director:	Laszlo Mearo
Main Programmer:	Attila Bus
Programmer:	Balazs Papai
Artist:	Zsolt Balogh, Eszter Paris
Music:	Csaba Gigor, Gabor Foltan
Hardware Support:	Lajos Szabo
Product Manager:	Ami Blaire
Game Lead:	Blair Bullock
Assistant Game Lead:	Chris Colon
Testers:	Daniel Cohen, Dan Carmichael, Arnold Feener, Craig Gansheimer, Matt McKnight, Jeff Ng, Randy Norfleet, Sam Saliba, Gregg Vogt, Christine Watson, Michael Wu
Manual:	Carol Ann Hanshaw
Special Thanks:	Andrea Eszterhai, L. Mearo, Jozef Molnar, Clint Dyer, Nemer Velasquez

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.

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