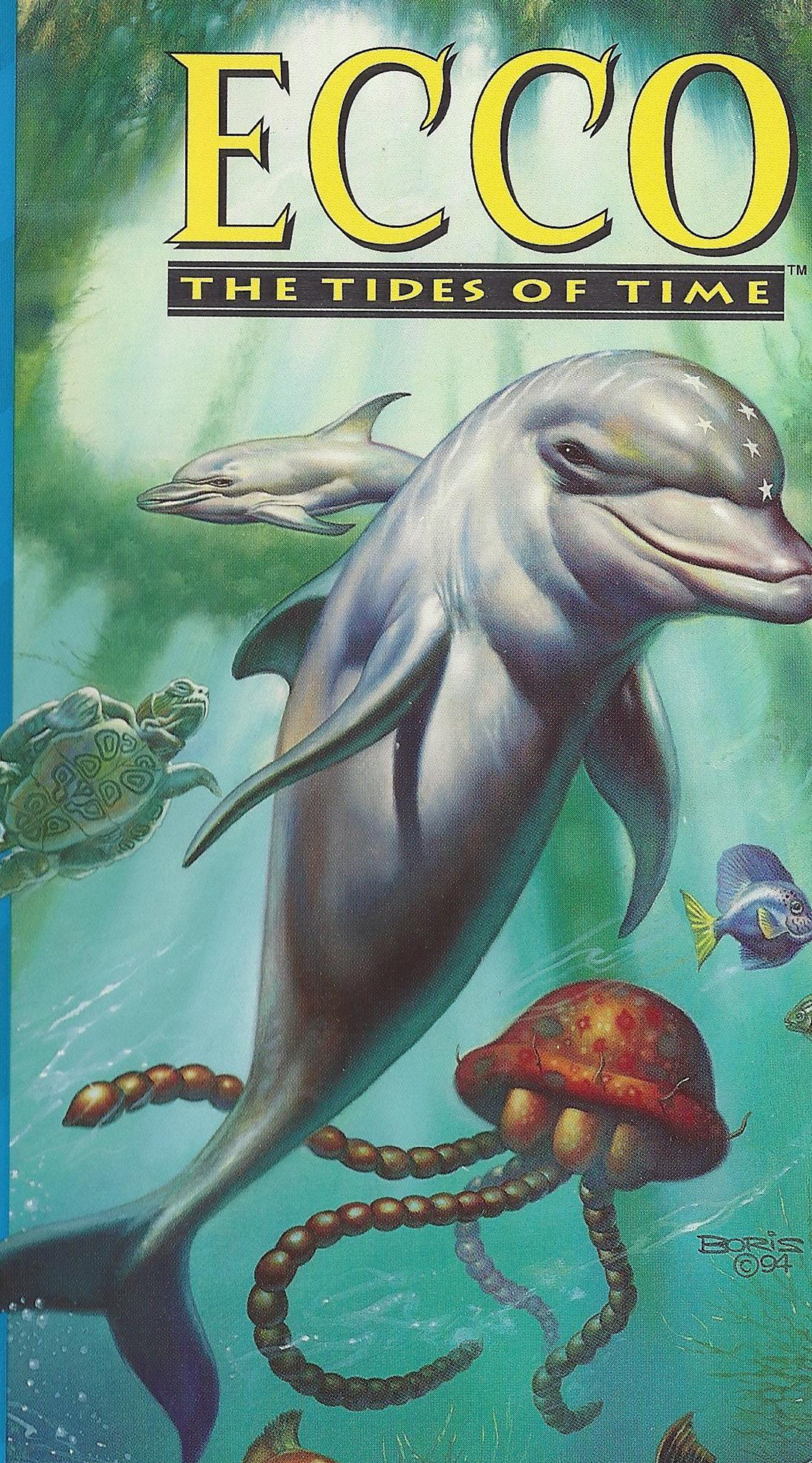
SEGA™

ECCO

THE TIDES OF TIME™



SEGA™ ECCO™

OFFICIAL SEGA SEAL OF QUALITY

4441

KIDS TO ADULTS

AGES 6+

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

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.**

Owners of Projection Televisions

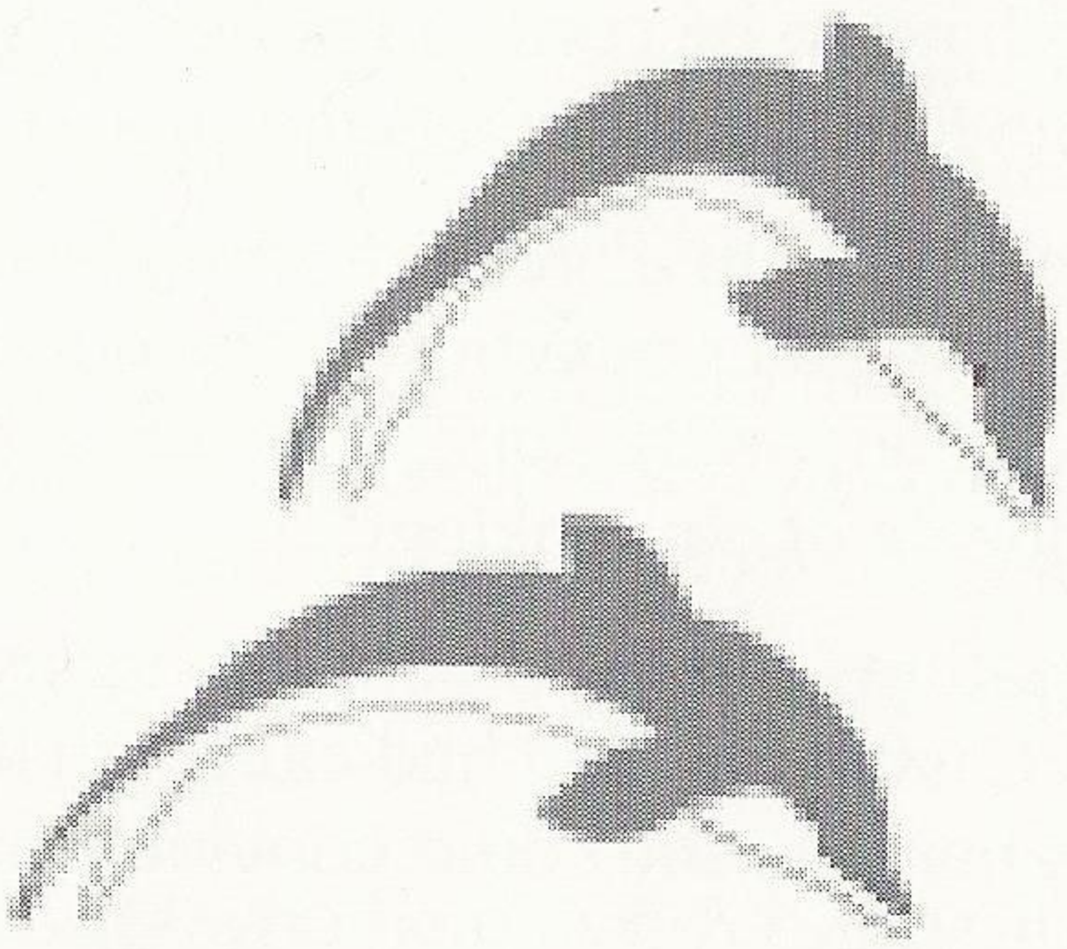
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

CONTENTS

Why a Dolphin? 2
A Vast Stream of Time 4
Starting Up 6
Setting Up for QSound 7
Play Controls 9
Starting Ecco's Quest 11
Staying Healthy 12
Breathing 13
Singing (Using Sonar) 14
Mapping with Songs (Echolocation) 15
Glyphs 16
Solving Problems 17
Rescuing Lost Orcas 18
Pulsars 18
Teleporting 19
Morphing 20
Using Passwords 21
Ecco's Password Notebook 22
Books and Videos about Dolphins 23
Ecco: The Tides of Time Credits 24



WHY A DOLPHIN?

Cassandra looked at the faces around her. She knew that when she started speaking, she would have to be very persuasive. But that would be an easy task for an Atlantean, a daughter of the wisest, most accomplished race of beings on earth. Cassandra took a deep breath, and began . . .

"My friends, we know our time here on Earth is coming to an end. A cataclysm will soon befall us and we will be forced to leave our home. We will take what we can of our knowledge and technology, though we cannot take everything. We must change, but we will survive.

"But what about our fellow beings, all the creatures of this warm, nurturing planet? They will become hostages of the evil that will soon overwhelm this planet. Even worse, they will have to nourish the evil by sacrificing members of their own families!

"I propose that we leave help for them, hidden in a secret place, with a trail of clues leading to it. The evil that is coming will not be smart enough to unravel the puzzle. But an Earth creature of high intelligence can do it, and can save the Earth and all living beings."

"A noble idea, Cassandra," broke in Nerinee, a highly-respected teacher in the Atlantis society. "But what creature might that be? It would have to be one like us, that can live both underwater and in the air."

"And your puzzle idea . . ." added Pella, the mathematician. "The creature would have to be curious enough to look for clues, and tenacious enough to string them together into a solution."

"What about enemies? Is there a creature strong enough, and fast enough, who still has the other qualities?" The questions came flying at Cassandra. "Once we're gone, what other creature is left who could solve a puzzle of our making?"

"I know a race of creatures that live in the sea, though they breathe air," replied Cassandra. She had caught their attention. If they would just let her talk, she could convince them . . .

"They originally inhabited the land, but in the distant past they returned to the sea, tenaciously following the fish and other delicacies that were their favorite food, and easy to gather.

"They are superbly suited for the sea, with a sleek form built for swiftness and agility. You should watch them swim! With a burst of speed, they can outdo even our fastest longboats. They roll and spin, and leap from the waves in curving flips, whirling around like wheels, sometimes above the water and sometimes under it. They are natural acrobats!

"And dive! I've seen them plunge repeatedly, as deep as a hundred longboats, holding their breath twice as long as our best pearl diver. They breathe through a blowhole at the top of their body, with only the slightest break though the water's surface.

"They are extremely intelligent. My own belief is that they are even more intelligent than many of us. I've watched them work together, herding schools of fish into shallow areas for easier catching. They post sentinels to protect the group from predators. Once, I saw two of them lift another injured friend above the water at a regular pace so it could breathe.

"They're noisy! I've heard them squawk, chuckle, blat, bark, belch, grunt, pop, click, clap, rasp and whistle, in what is most likely a type of language. Each one makes a distinctive, recognizable whistle that the others imitate. It could be that they're calling each other by name.

"The sounds they make blend together in what I call 'songs.' It seems, in some miraculous way, that they navigate with these songs. I think they send out sound waves that echo back to them with a pattern of their surroundings. If that is true, their "ears" are better than our eyes, because they can navigate even in the dark.

"The older ones, the adults, are about a third again as tall as our taller folks, though I would say they're about three times as heavy. They're able to defend themselves quite well. I've seen them ramming large sharks hard enough to push them out of the water.

"As for solving puzzles, they can learn tricks by mimicking others of their kind. But I've also seen them invent tricks of their own. These are creatures with unbounded curiosity and skill."

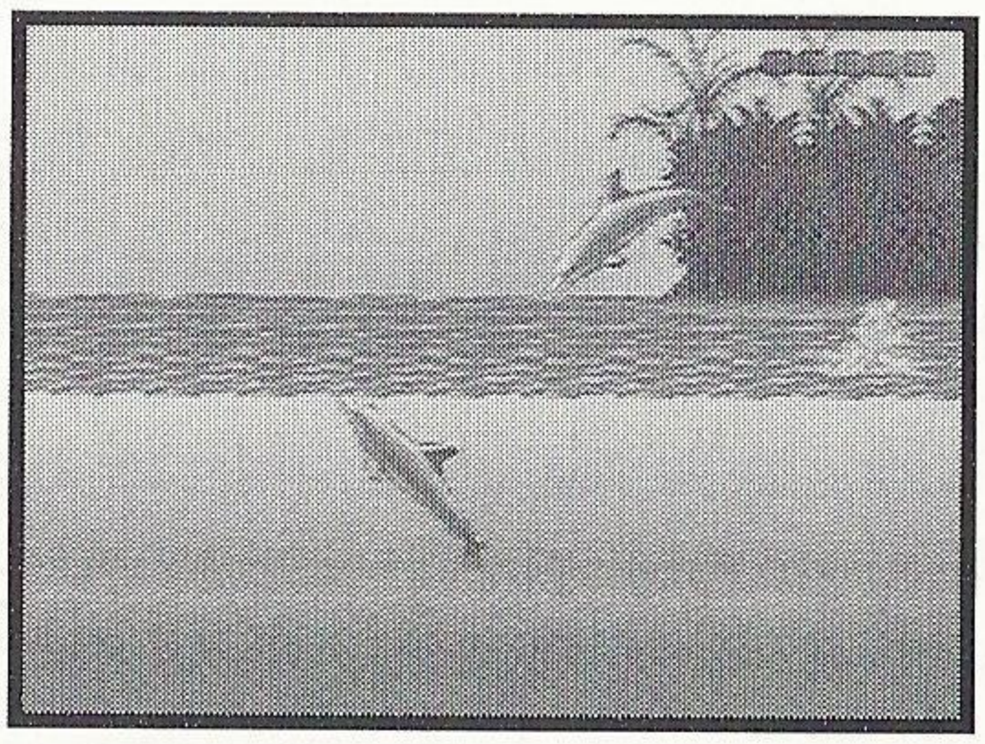
"But what, or who, are they?" Cassandra's audience was eager to know.

"The same creatures who help us fish by chasing schools of mullet into our nets. Perhaps the most intelligent beings on Earth, our friends the Dolphins."

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 — the nearly invincible, secret, yet supremely dangerous enemy. It's only been a short time since this monster, in a churning whirlpool, 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 paralyzing sea worms, giant Arctic spiders, trilobites and other strange beings. He had sought help from mysterious — sometimes awesome — denizens of the deep, like his friend Big Blue, the Great Blue Whale.

In his quest, Ecco had discovered the Asterite, a mystical, benevolent creature of great wisdom who had given Ecco strong 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 family!

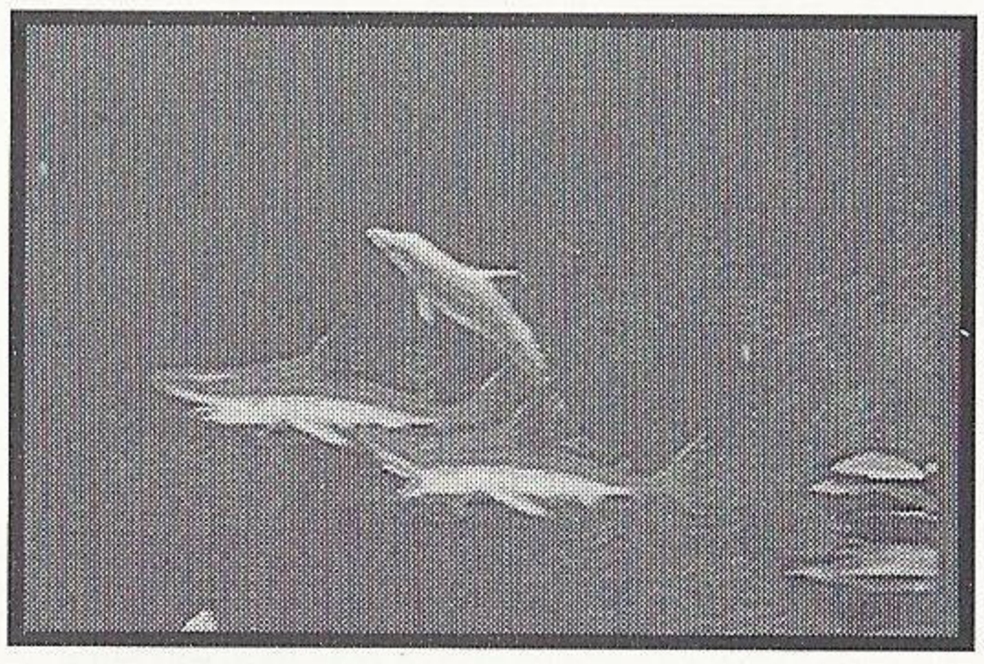
Although his quest is over, Ecco still enjoys the powers bestowed upon him by the Asterite. He can breathe underwater without having to find air pockets. His song can become a formidable blast of sound. He is stronger and faster than before.

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

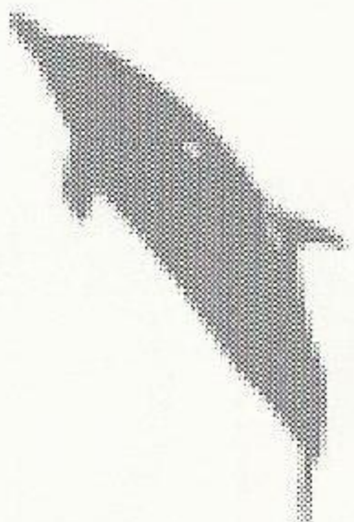
. . . The Vortex queen, though weakened, was not destroyed. She followed Ecco from her hive in deep space back to this new, nourishing planet. Now, plunging into the warm waters of Earth, she seeks out a deep chasm and sinks into the abyss. Here she can feed upon the Earth as she spawns stream after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



STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals. Plug in control pad 1.

2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   NOTE —
   If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.

4. If the Sega CD **logo** is on screen, press **Start** to begin the game.

   If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A**, **B** or **C** to begin.

   NOTE —
   If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. 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.



SETTING UP FOR QSOUND

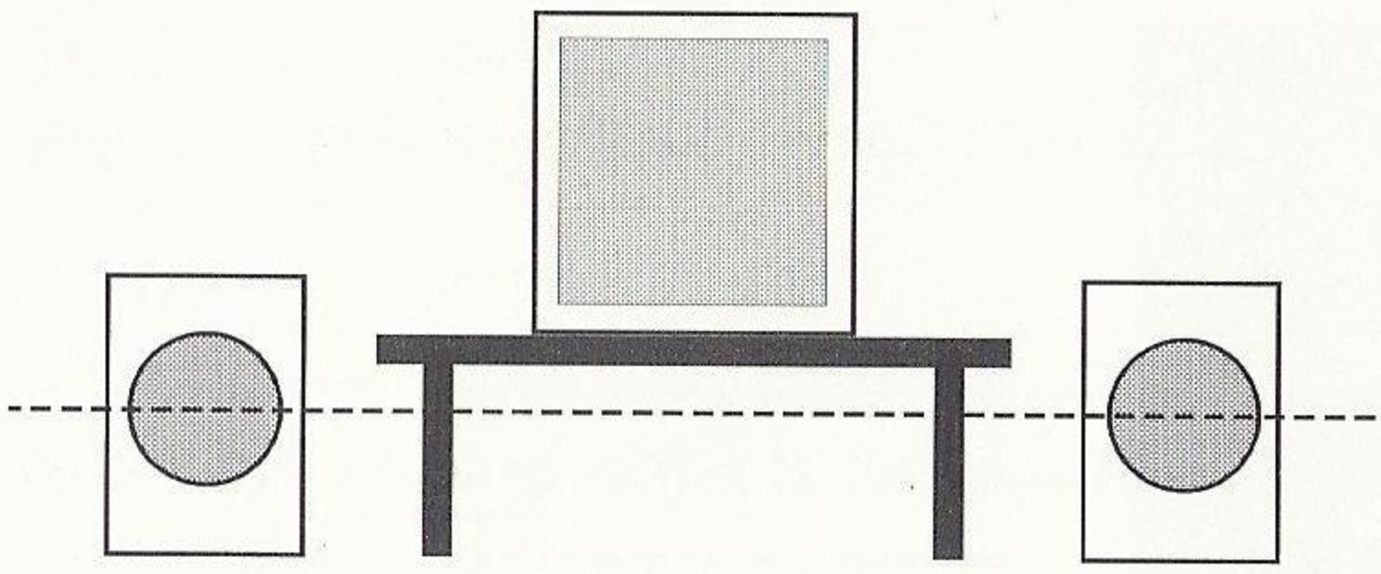
QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

Balance

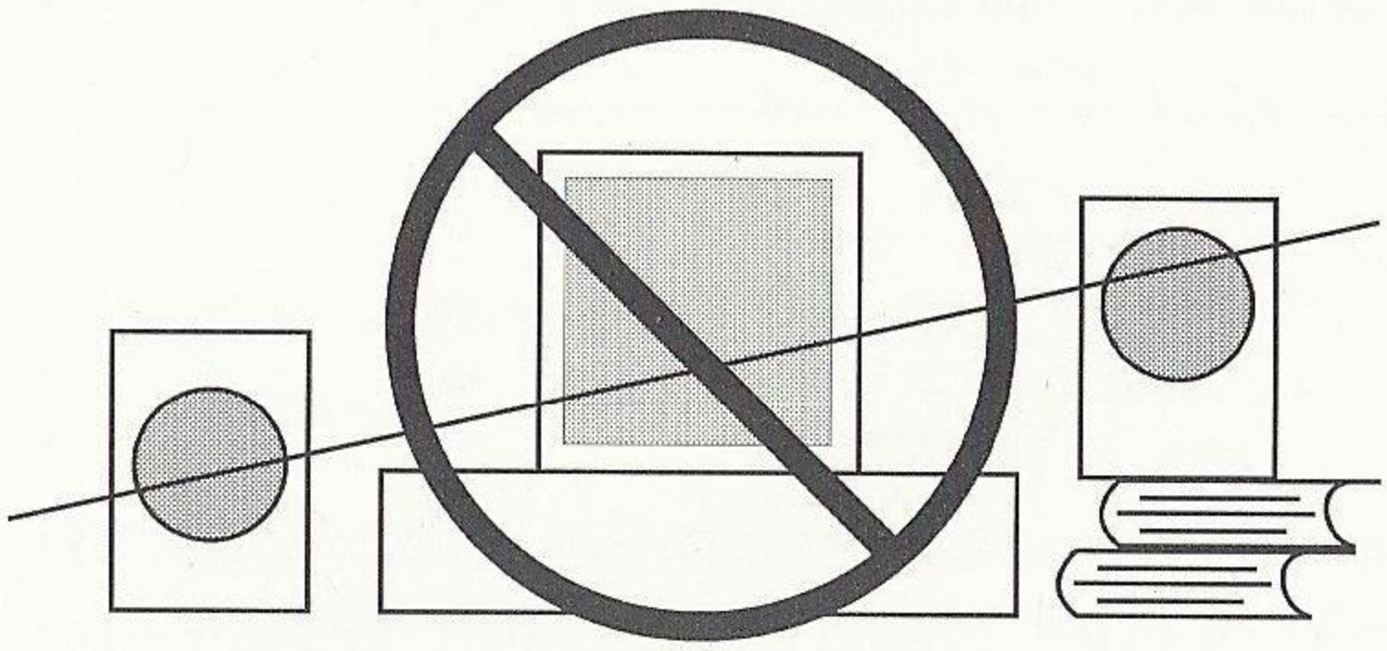
If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

Speaker Placement

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.



Right.
Position speakers on the same plane, at the same height and angle.

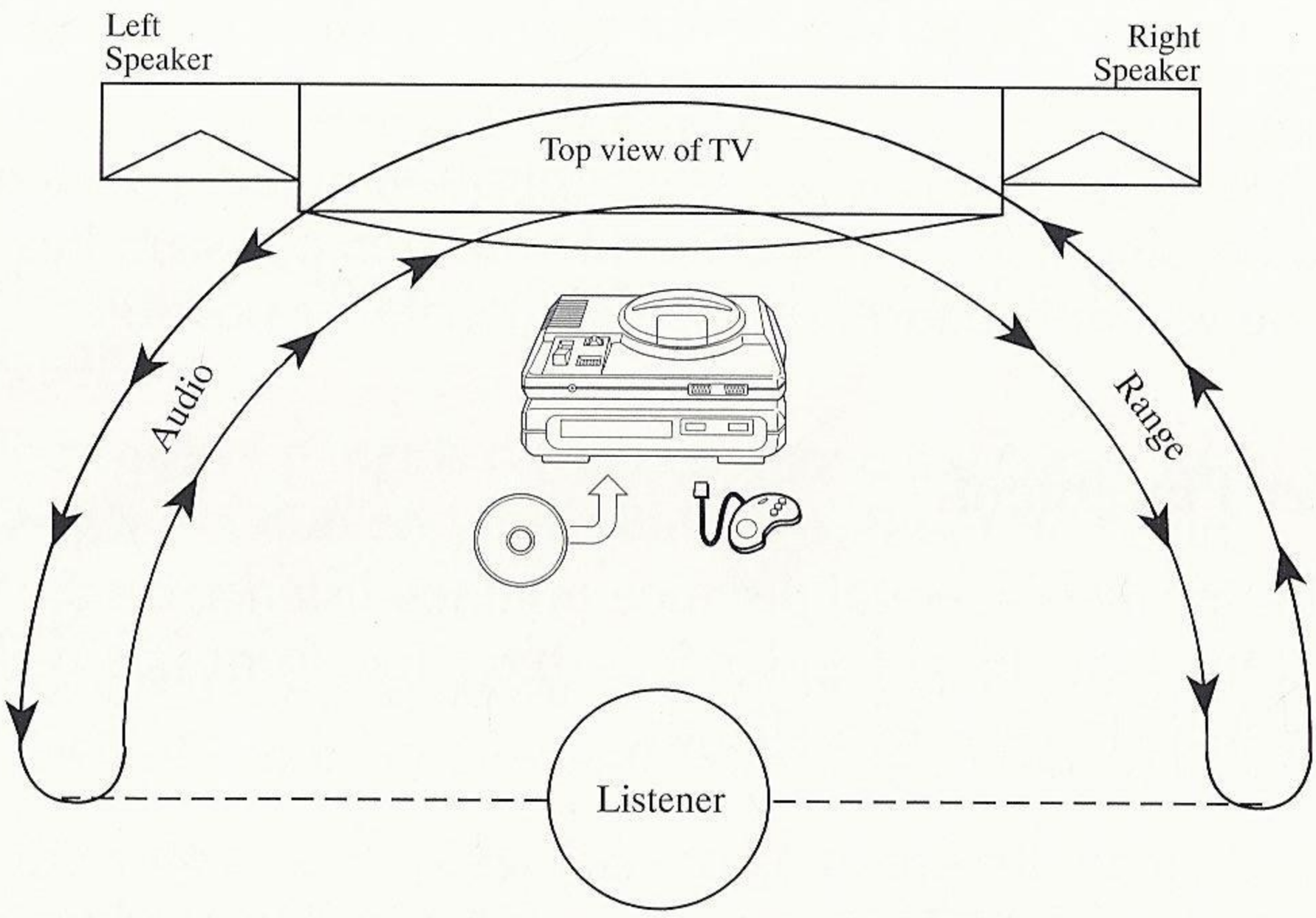


Wrong.

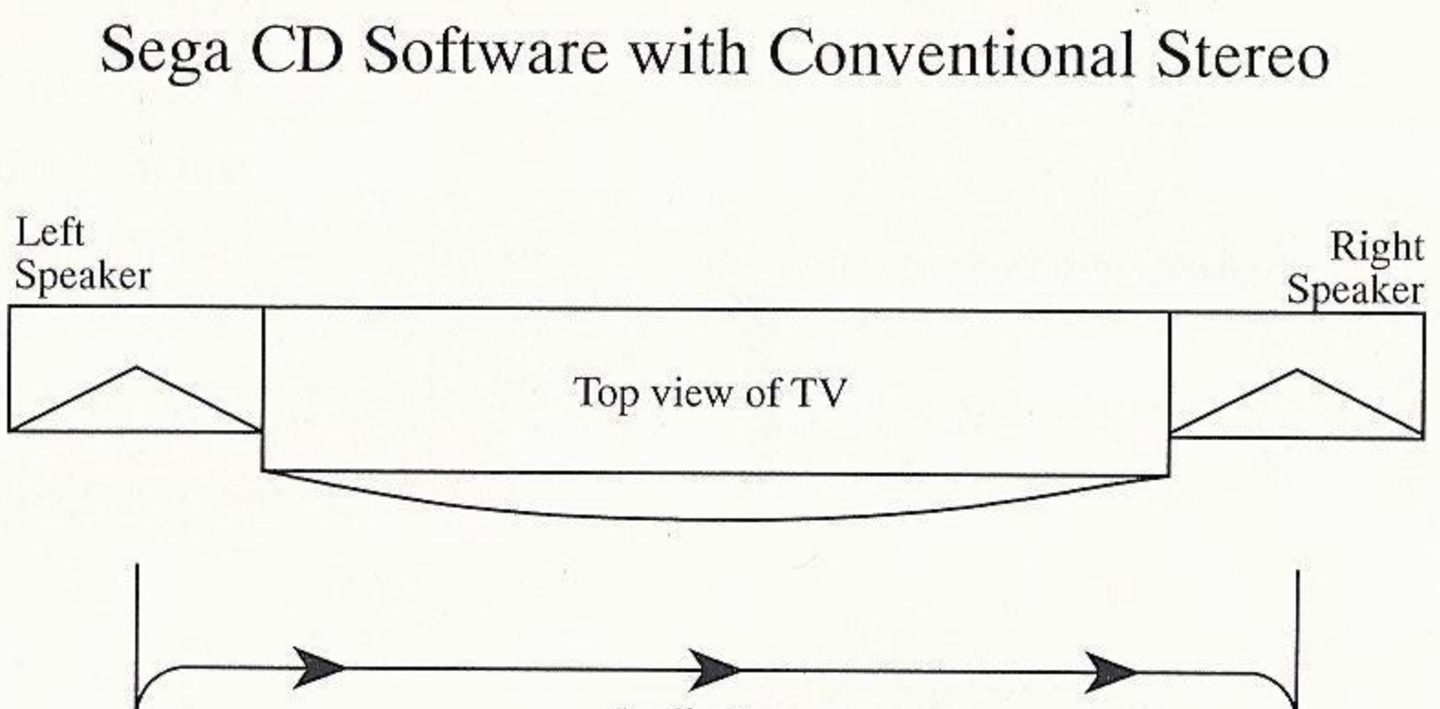
Speaker Cabling

For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

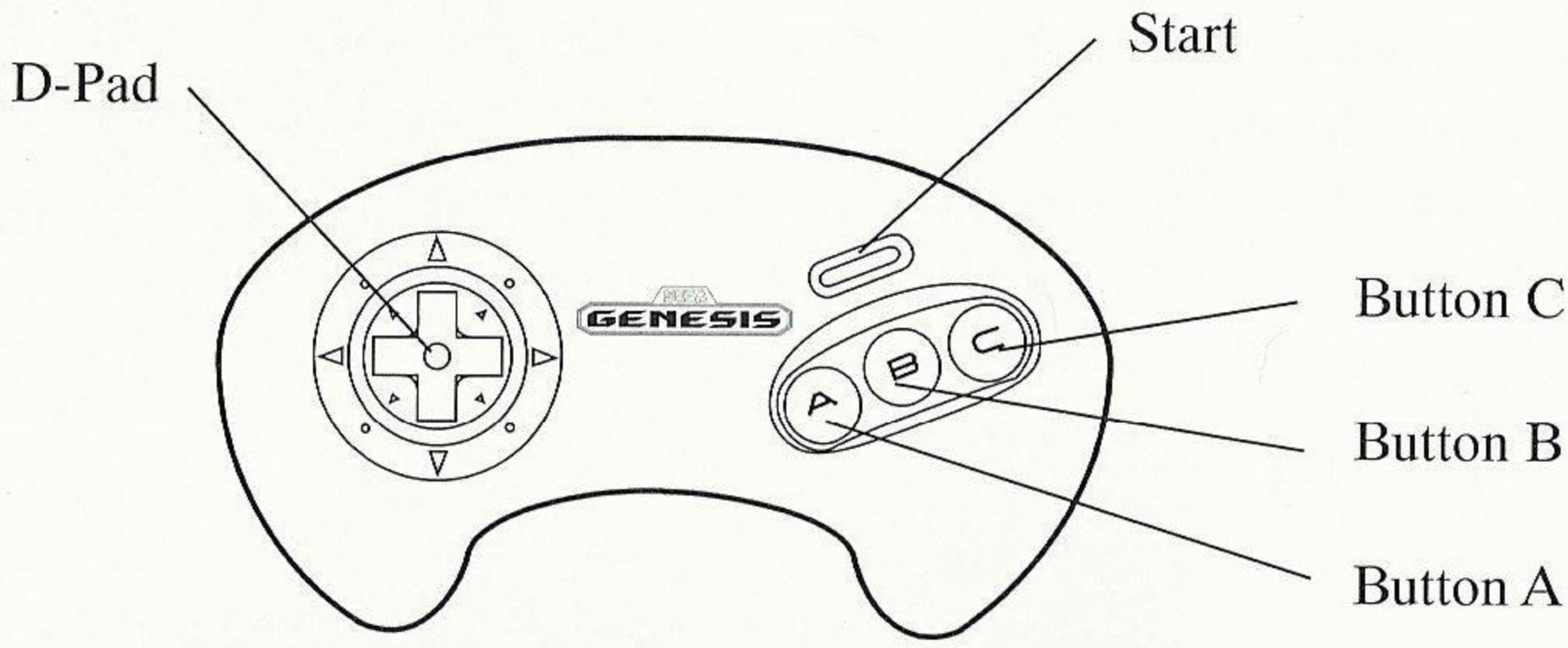
Sega CD Software with QSound Virtual Audio



Sega CD Software with Conventional Stereo



PLAY CONTROLS



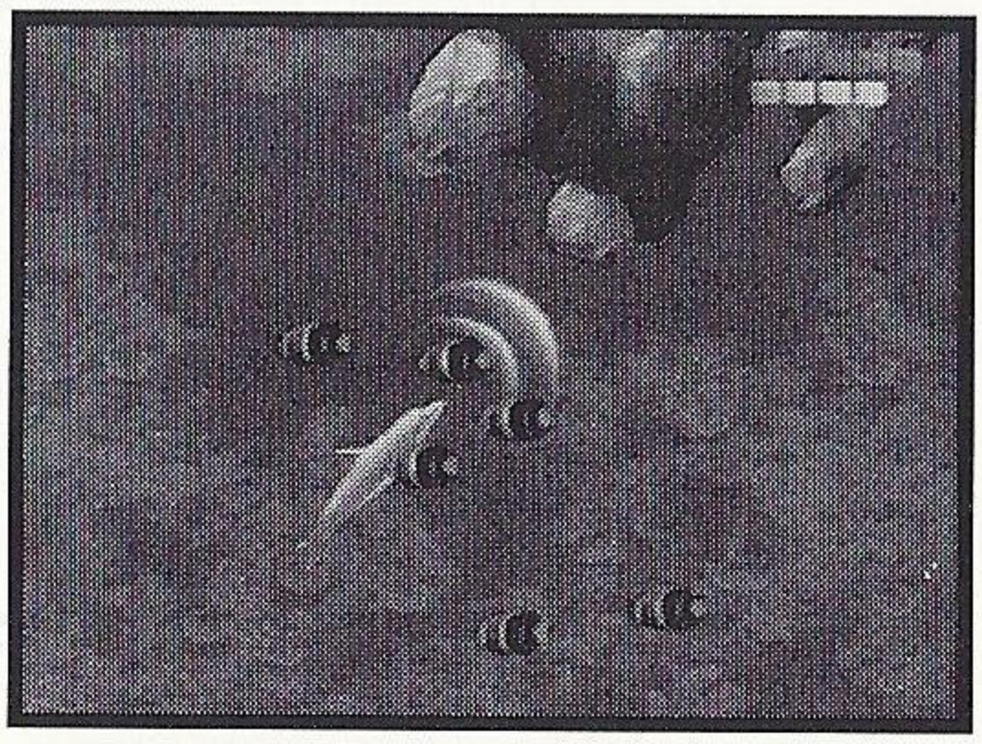
- **Swim:**
  Press D-Pad in any direction

  Hold **D-Pad down** for cruising speed, and to make Ecco leap when breaking the water's surface. Tap the **D-Pad** lightly to swim slowly through dangerous passages. Press **Button C** to speed up.



- **Sing (use sonar):**
  Press Button A

  Ecco's song ripples out in the direction he is facing. Sing to other beings and objects for information; sing to perform tasks; sing to repel enemies and ward off dangers. (See page 14 for details.)

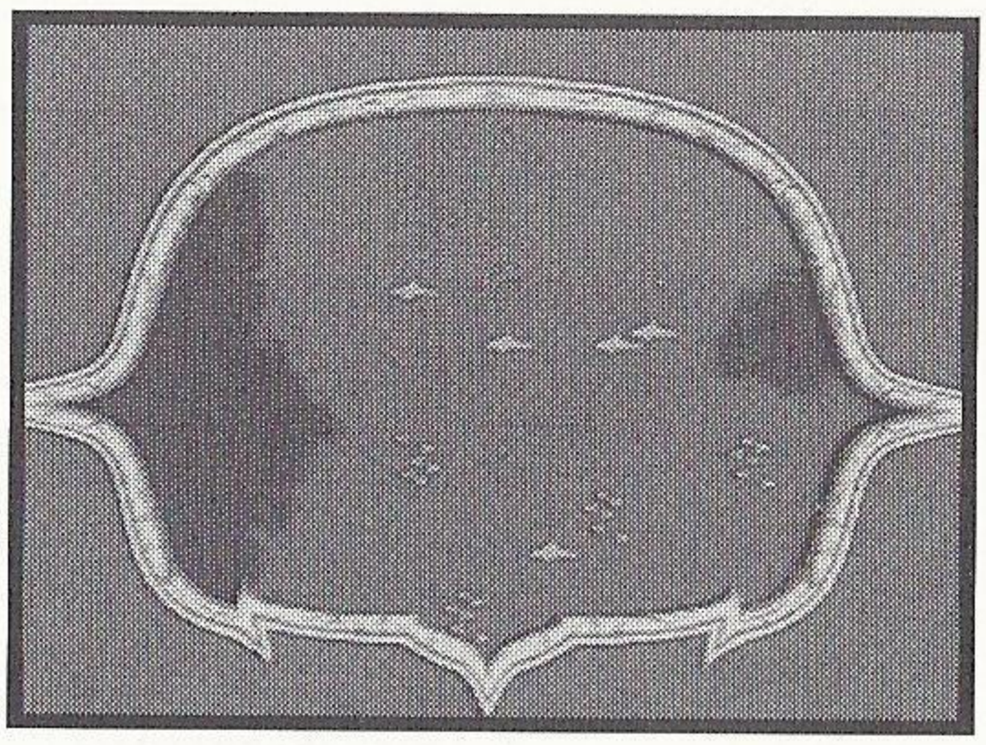


- **Use 360-degree sonar blast:**
  Tap Button A twice

  Ecco gains the 360-degree sonar ability when he sings to a Pulsar. Use this enhanced weapon to blast enemies in all directions at once, especially when under incessant attack. (See page 18 for details.)

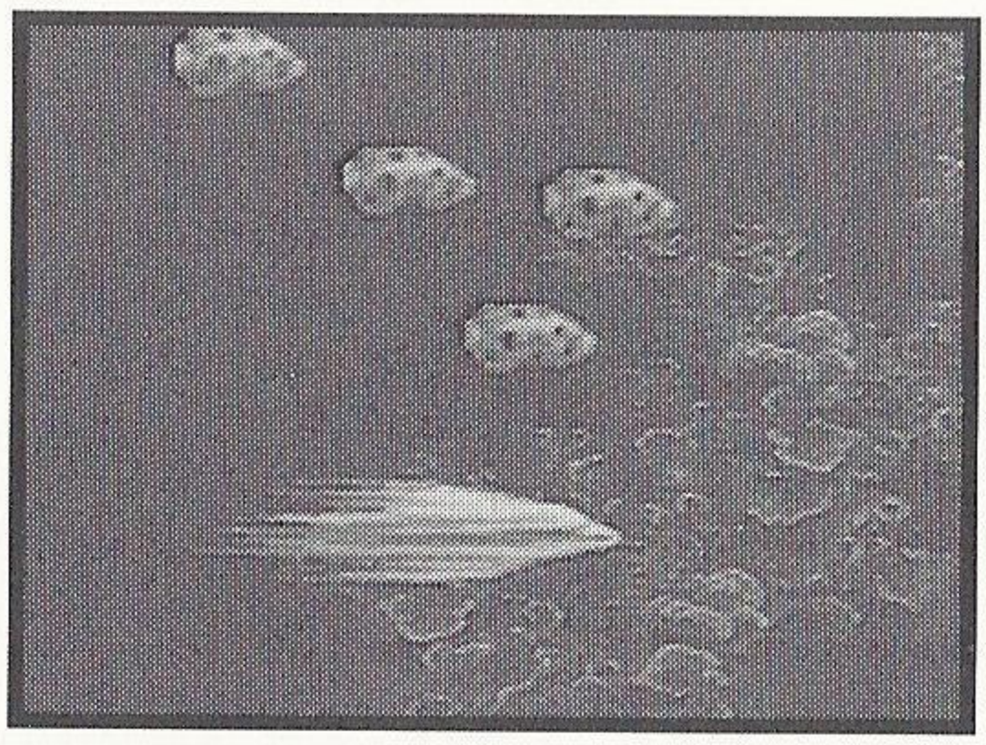
- **Map with songs (echolocation): Press and hold Button A**

  Ecco's song ripples out and returns, displaying a map of important undersea features. Release the button when the map appears. Press any button to exit. (See page 15 for details.)



- **Charge: Press Button B**

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

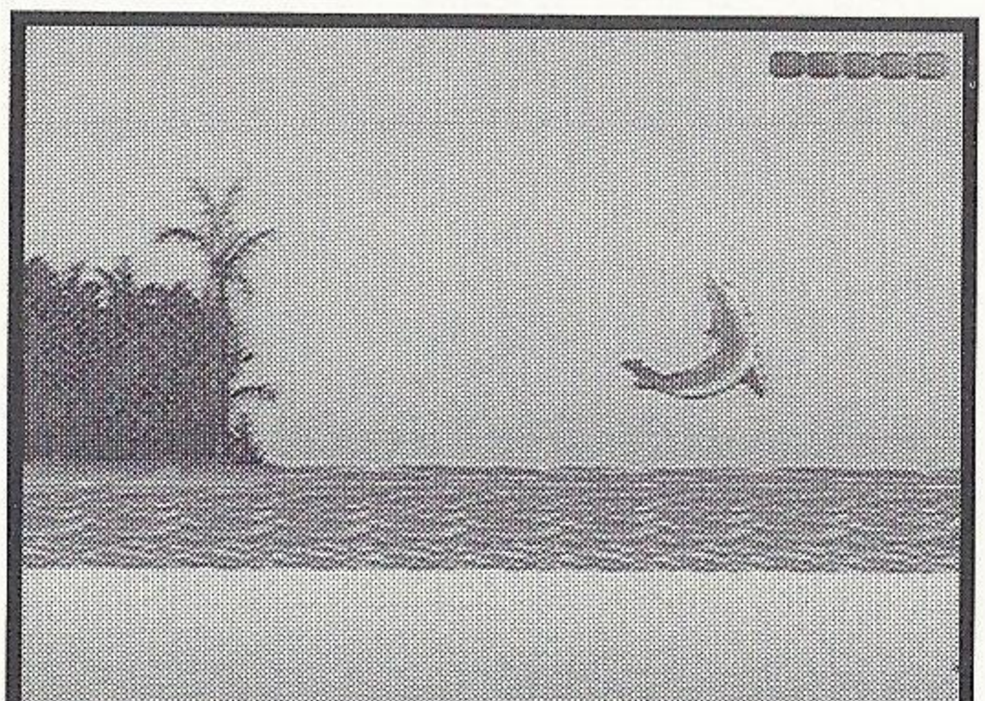


- **Double charge: Tap Button B twice**
  Tap once to charge an enemy, then again immediately so the enemy doesn't reappear.

- **Sonar charge: Press Button B, then quickly press Button A**
  Ecco charges in place and fires sonar that destroys enemies.

- **Speed swim: Tap Button C**
  Tap the button repeatedly to increase speed, then hold down to maintain speed.

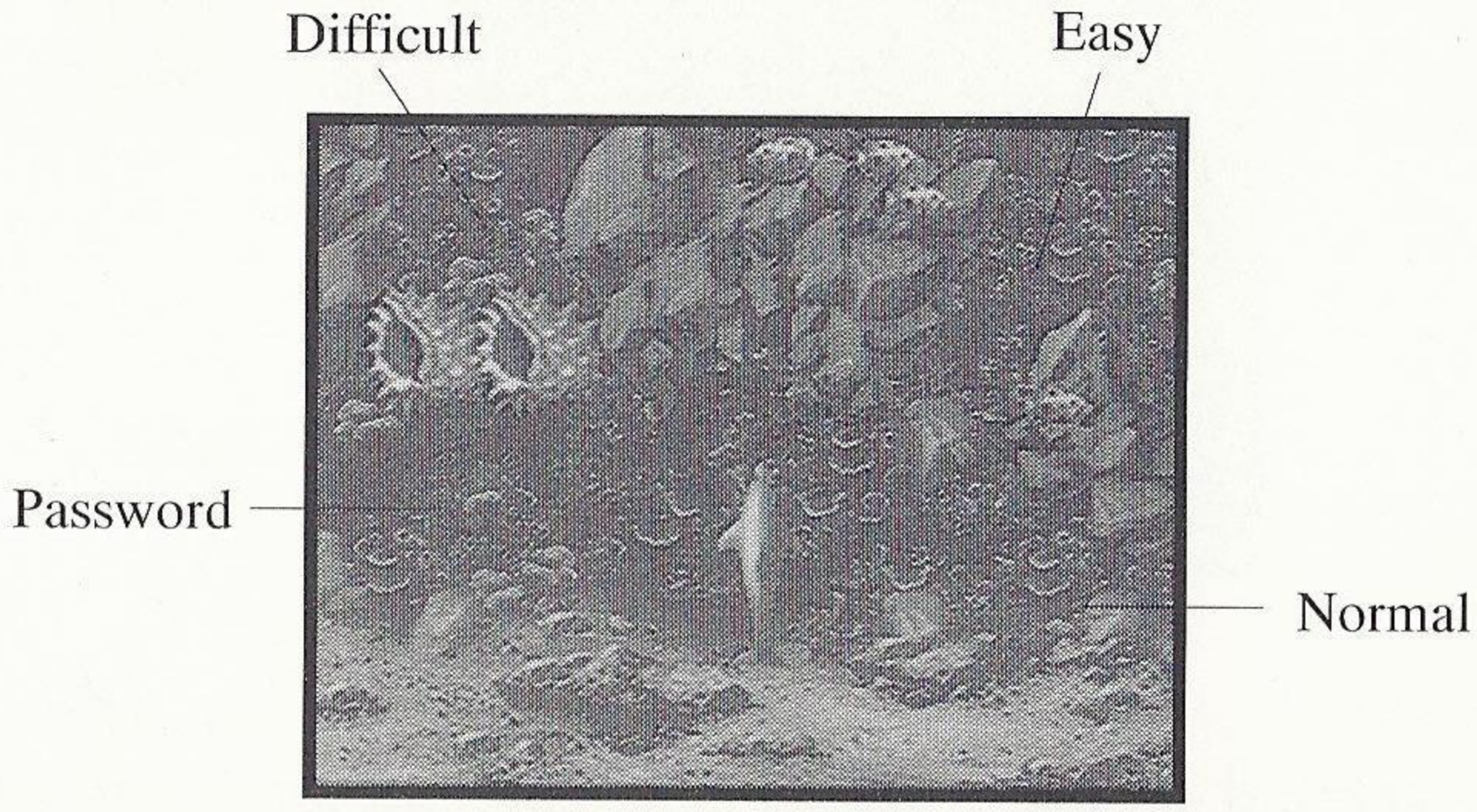
- **Flip: Press the D-Pad toward the surface, then press Button C when Ecco jumps**
  The faster Ecco is swimming, the more spectacular the flip will be.



- **Exit text screens: Press Button A, B or C**

- **Pause; resume play: Press Start**

STARTING ECCO'S QUEST



In a calm, submerged cavern, Ecco waits to begin his long journey through the timeless seas. You can start him off in one of four ways:

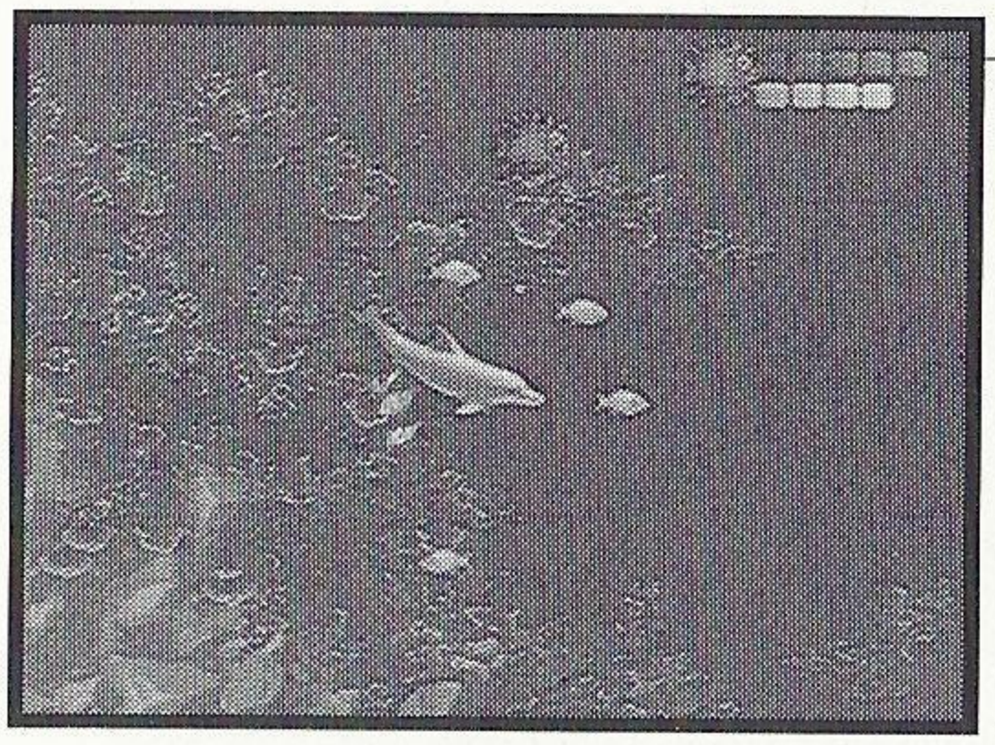
- Press **D-Pad right** to start Ecco's quest from the beginning, at the NORMAL skill level.



NORMAL skill level automatically adjusts the game difficulty as you play, so that Ecco's quest will be easier, or more difficult, depending on your ability. Some of the factors determining the game difficulty are how fast you finish the levels, how often you start levels over, and how many teleport rings you successfully pass through.

- Press **D-Pad up-right** to start Ecco's quest from the beginning, at the EASY skill level.
- Press **D-Pad up-left** to start Ecco's quest from the beginning, at the DIFFICULT skill level.
- If you have a password from a previous game, press **D-Pad left** to go to the Password screen. From there, you can start Ecco's adventures from somewhere in mid-journey. (See page 21.)

STAYING HEALTHY



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

With a full health meter, Ecco can withstand four hits. On the fifth hit, the first unit of health disappears. From then on, Ecco can only take two hits before losing another health unit. If the health meter disappears completely, Ecco will fade from view, and you'll have to start the level over.

To restore Ecco's health:

- Charge schools of fish for food. Each fish Ecco swallows restores two units of health in the meter.
- Keep Ecco healthy, or you'll soon be overcome by lurking or attacking foes.



Some levels have a Milestone Glyph, which lets you resume play in mid-level after running out of health. ***(See page 16.)***

When the game is paused, Ecco's health and air meters become vertical bars.

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 questing 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, filling the meter.
- Push Ecco's head above water to gradually recover air through his blowhole. While resting, Ecco is an easy target for enemies, so stay alert!
- Find a submerged source of air (shown as a bubble on Ecco's map), and rest in the flow of bubbles to gradually restore Ecco's air meter. (See page 15 for help on finding air pockets.)
- 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 possesses powers bestowed on him by the Asterite.

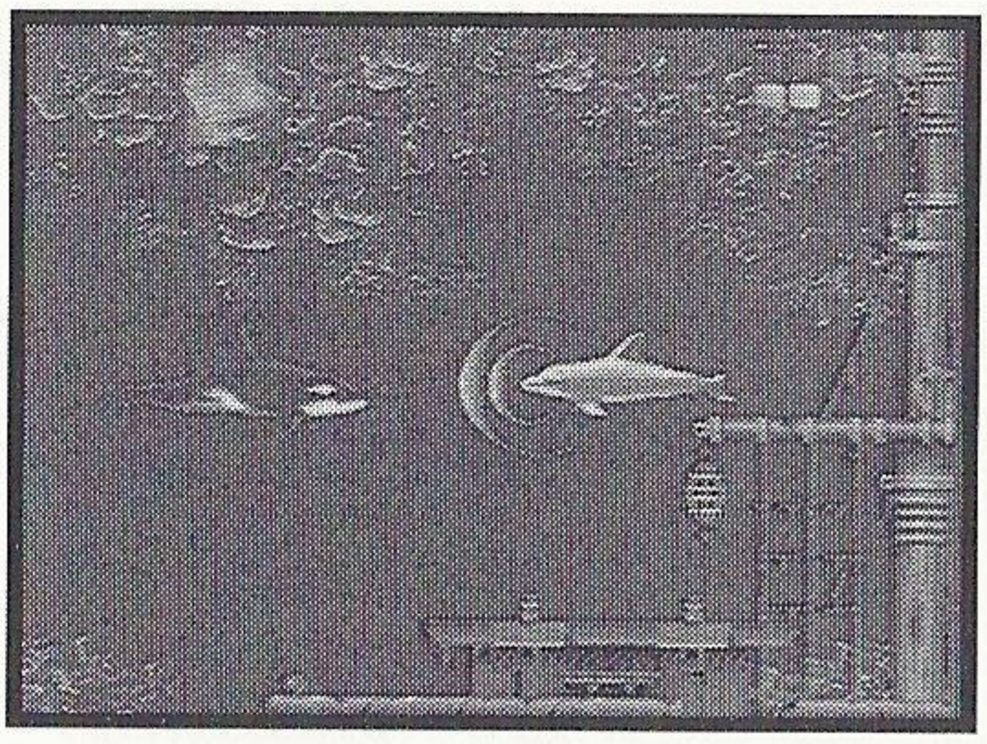
Some levels have a Milestone Glyph, which lets you resume play in mid-level after running out of air. ***(See page 16.)***



Ecco's air meter isn't needed during the teleportation stages. He can remain underwater indefinitely without needing air. ***(See page 19.)***

When the game is paused, Ecco's air and health meters become vertical bars.

SINGING (USING SONAR)



Use Ecco's dolphin songs to survive and thrive on his long journey. Sing to the sea life, to other singers and shells, to Glyphs (see page 16) and to anything you don't understand. Learn to listen to your songs; they have many different meanings.

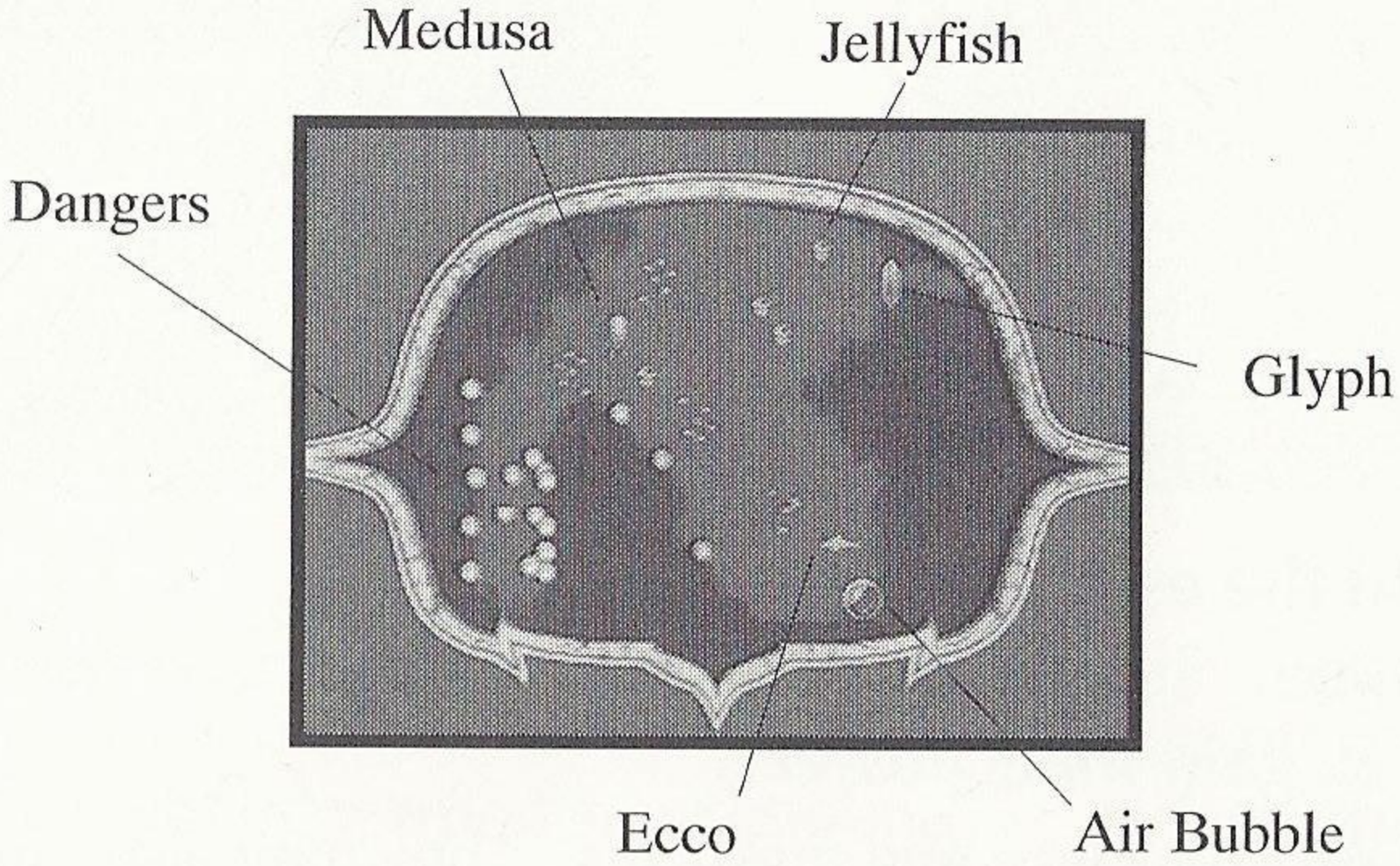
To sing, tap Button A.

- 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. (Tap **Button A, B** or **C** to exit the resulting message screen.)
- Songs ward off the deadly Hungry Ones (sharks), jellyfish and other enemies. (But you should always be ready to charge into an enemy to attack it, or dart away from fast-moving danger to avoid it.)
- Songs elicit new songs, special powers and information from Glyphs scattered throughout the mazes of the sea.
- Songs 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.

MAPPING WITH SONGS (ECHOLOCATION)



Songs that echo back to you bring long-range information. This is called "echolocation." When you hold down **Button A**, 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 Button A:

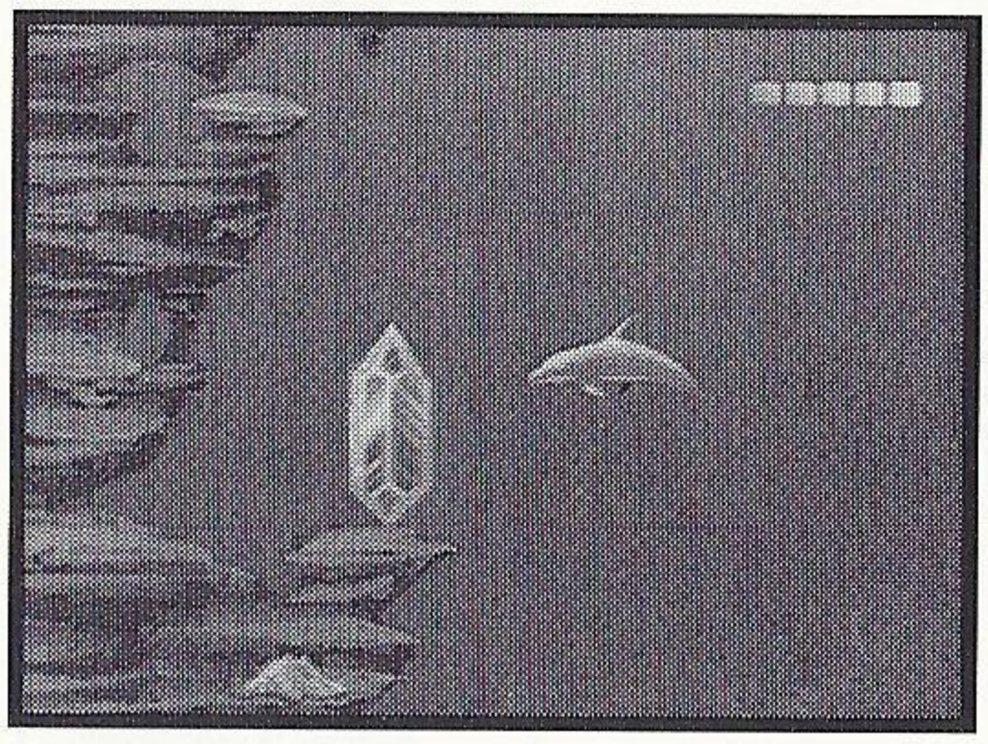
- A sonar map will appear, showing Ecco's position, undersea passages and outlets to the surface.
- Dangerous objects such as spiky shells appear as orange circles. Clusters of small colored dots are schools of fish.
- Large transparent bubbles indicate submerged air pockets.
- Glyphs are shown as large crystals. (See page 16 for more information on Glyphs.)
- Teleport rings appear as circles with yellow arrows at the bottom. (See page 19 for more about teleporting.)
- Pulsars are shown as curves spreading from a central point. (See page 18 for information.)
- Metaspheres appear as glowing, solid circles. (See page 20.)
- Look for a ring of stars and discover what they can do.
- Press any 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, drifting buoyantly in water tubes and resting in the great stone bowls in the sky. 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 (Button A) or touch them (Button B) to gain their powers:

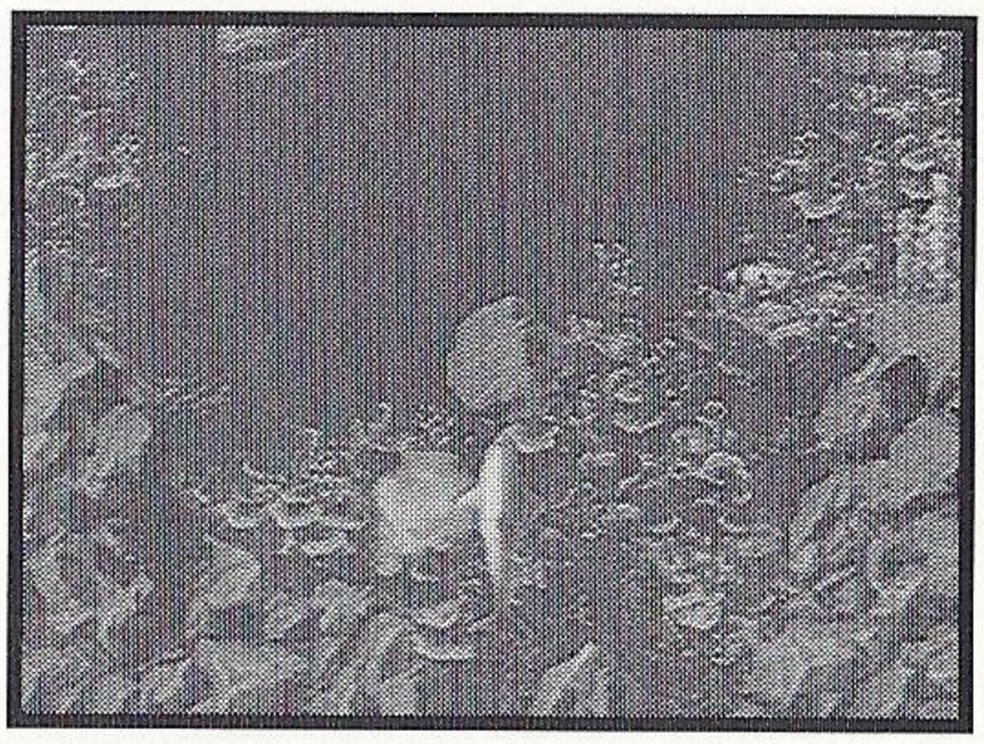
- **Key Glyphs** give clues and messages. They may also impart new songs needed to continue the journey.
- **Puzzle Glyph**s must be joined with others of their kind in order to release their powers.
- **Barrier Glyphs** push Ecco away. You must discover how to get past them.
- **Cracked Glyphs** heal quickly, but can only be passed by when they are cracked.
- **Broken Glyphs** must be pieced together; then Ecco can receive their gifts.
- **Video Glyphs** reveal mesmerizing animated highlights of Ecco's historical quest to find his family.
- **Milestone Glyphs** appear as point markers in certain levels. Use Ecco's song to awaken them. When activated, Milestone Glyphs elongate, and retain everything you accomplish in the level. If Ecco fails, by losing all his health or air, you have the option of continuing the level, or restarting from the beginning. Whichever choice you make, Ecco must reawaken the Milestone Glyph to keep it active. (The level can only be continued if the Glyph is maintained in its elongated shape.)



Watch for Glyphs wherever Ecco travels, and look for them with songs. Try not to miss any; 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 either be in messages from other Glyphs, or in actions that have been effective in other levels.

SOLVING PROBLEMS



Ecco's world is an incredibly beautiful, yet deadly 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 overpowering currents, or 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!

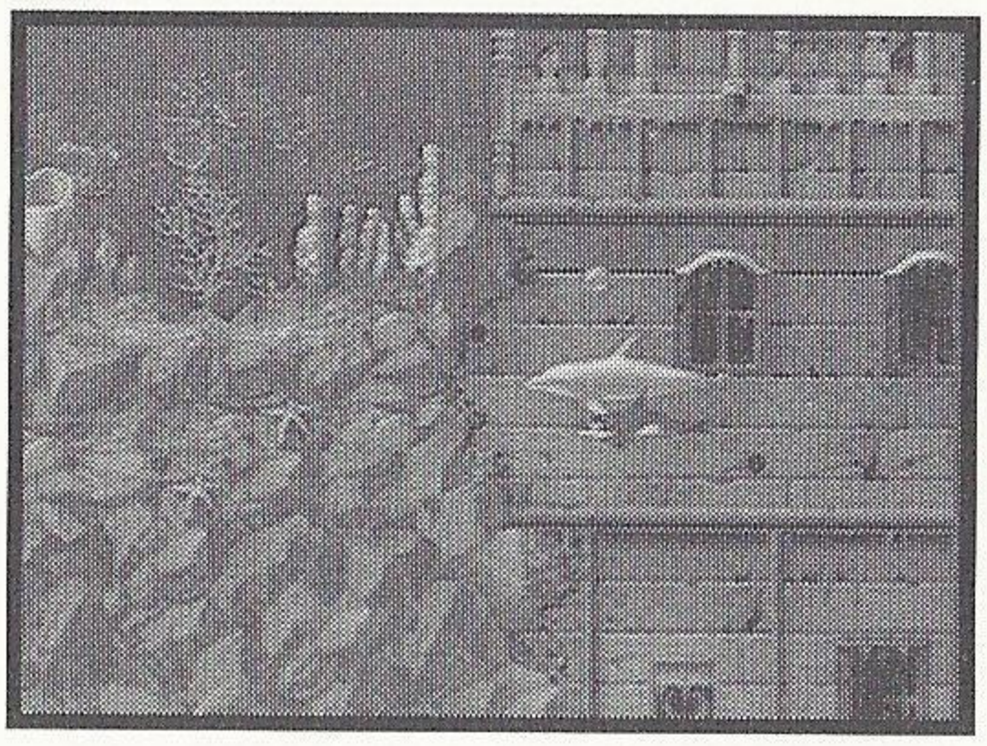
Search for moveable rocks and unusual sea life. Figure out how to use them. Try charging to break barriers or fight through currents.

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.

RESCUING LOST ORCAS

A worried mother Orca has lost her young children! Ecco must find them and guide them back to their parent's side.



When you locate a lost Orca, make Ecco glide slowly over him, close to his back and a little ahead of him. Try to swim in the direction he's going. If he turns, wait a few seconds and he'll turn around again.

When he sings to Ecco and begins swimming along, he's ready to follow. Now Ecco can lead him safely back to his family.



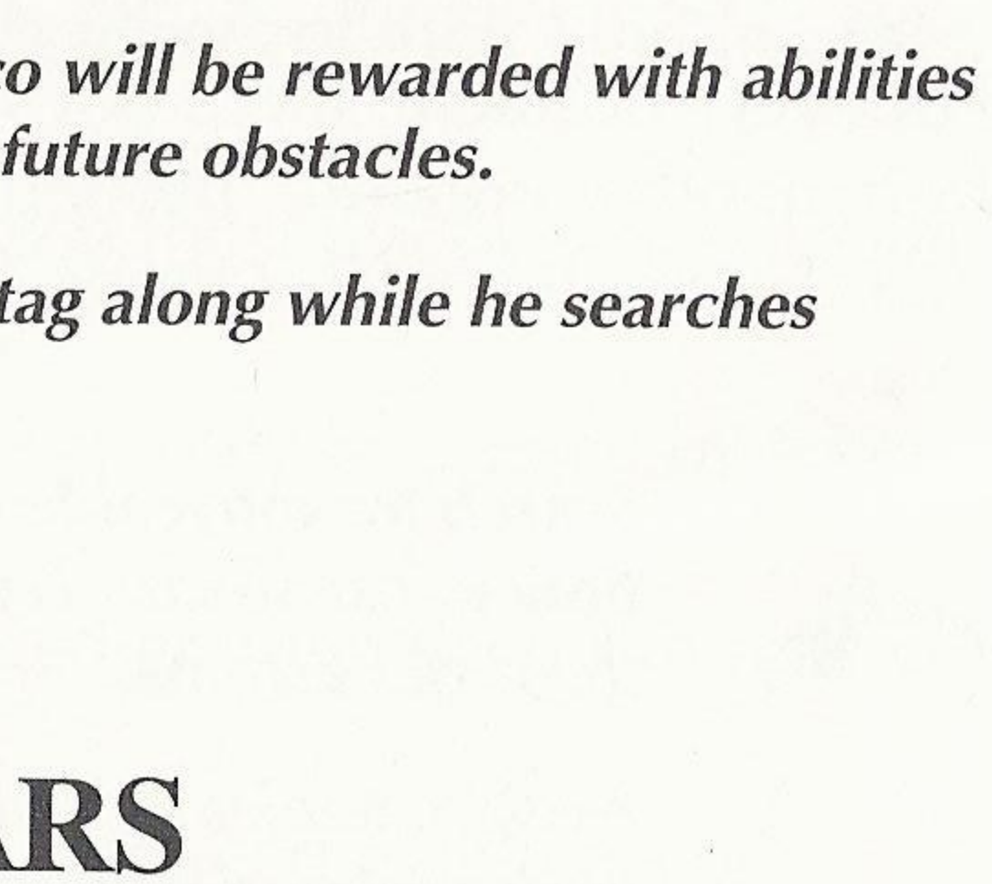
Save ALL the lost Orcas. Ecco will be rewarded with abilities that will help him overcome future obstacles.

Ecco can let a rescued Orca tag along while he searches for the next one.

PULSARS

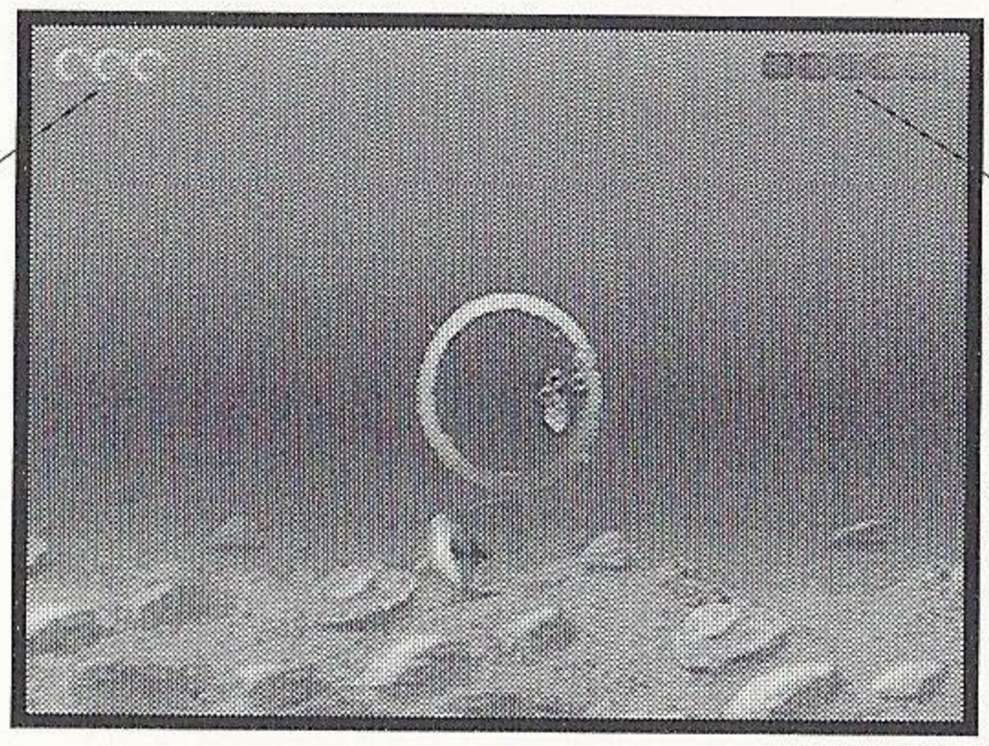
Sing to a pulsar to gain its power. Then press Button A twice quickly to emit a devastating 360° sonar blast.

- Pulsars appear as curves spreading from a central point.
- The pulsar's power is unlimited, it can be used as often as you choose, and it lasts until you clear the level or start it over.



Pulsar

TELEPORTING



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.

Teleport rings swiftly transport Ecco to distant lands and seas.

- Swim into a teleport ring you find in the water. Ecco will begin an amazing 3-D obstacle course. He must swim or leap through the teleport rings, both underwater and suspended in the air, in order to reach his next destination.
- When Ecco passes through a ring, it chimes and advances him many miles toward his goal. If Ecco succeeds with enough teleport rings, he reaches the next level.
- When Ecco misses a ring, it makes a dull sound, and one of the Ring Icons in the upper left of the screen disappears. If he loses all the Ring Icons, he must try again.
- Floating nautilus shells release a poison that can diminish Ecco's health meter. Steer Ecco away from the red, toxic bubbles to protect him. If he loses all his health, you must begin the level over.
- 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



Metasphere

Charge metaspheres to transform Ecco into other life forms 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 metasphere again to regain his dolphin form.
- Accidents, collisions or injury can also cause Ecco to lose his morphed shape.
- On Ecco's map, metaspheres appear as glowing solid spheres. They can be underwater or suspended in the air.

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

USING PASSWORDS

Every ocean level has a name and a password. You'll see these on the text screen that appears when you start the level. For convenience, you can record this information in Ecco's Password Notebook on page 22.

Use the passwords to begin a game in mid-journey. Press **Start** at the Title screen, and then move Ecco by pressing **D-Pad left** in the submerged cavern. The Password screen will appear.



To enter a password:

1. Use the **D-Pad** to highlight the letter you want.
2. Press **Button B** or **C** 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. The arrow will blink.
2. Press **Button B** or **C** to highlight a letter in the password, and press **Button A** to delete it.
3. Use the **D-Pad** to select another letter at the top of the screen.
4. Press **Button B** or **C** to add it to the password.

ECCO'S PASSWORD NOTEBOOK

LEVEL NAMES	PASSWORDS
1. Crystal Springs	U E P M C V E B
2.	_ _ _ _ _ _ _ _
3.	_ _ _ _ _ _ _ _
4.	_ _ _ _ _ _ _ _
5.	_ _ _ _ _ _ _ _
6.	_ _ _ _ _ _ _ _
7.	_ _ _ _ _ _ _ _
8.	_ _ _ _ _ _ _ _
9.	_ _ _ _ _ _ _ _
10.	_ _ _ _ _ _ _ _
11.	_ _ _ _ _ _ _ _
12.	_ _ _ _ _ _ _ _
13.	_ _ _ _ _ _ _ _
14.	_ _ _ _ _ _ _ _
15.	_ _ _ _ _ _ _ _
16.	_ _ _ _ _ _ _ _
17.	_ _ _ _ _ _ _ _
18.	_ _ _ _ _ _ _ _
19.	_ _ _ _ _ _ _ _
20.	_ _ _ _ _ _ _ _
21.	_ _ _ _ _ _ _ _
22.	_ _ _ _ _ _ _ _
23.	_ _ _ _ _ _ _ _
24.	_ _ _ _ _ _ _ _
25.	_ _ _ _ _ _ _ _

BOOKS AND VIDEOS ABOUT DOLPHINS

The Dolphin, Cousin to Man, by Robert Stenuit, Sterling Publishing Co., Inc., 1968.

Dolphin Days, by Kenneth S. Norris, 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: The Undersea Discoveries of Jacques-Yves Cousteau, by Jacques-Yves Cousteau and Philippe Diolé, translated from the French by J.F. Bernard, Doubleday & Company, Inc., 1975.

Dolphins and Porpoises, by Richard Ellis, Alfred A. Knopf, 1982.

Dolphins and Porpoises, by Dorothy Hinshaw Patent, Holiday House, 1987.

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

Whales, Dolphins, and Porpoises, edited by Kenneth S. Norris, University of California Press, 1966.

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

ECCO: THE TIDES OF TIME CREDITS

Producer:	E. Ettore Annunziata
Design:	E. Ettore Annunziata, Laszlo Szenttornyai
Director:	Laszlo Szenttornyai
Programming:	József Molnár, Mihaly Brudnyak, Imre Iqnacz, András Bakai
Fantastic Art:	Zsolt Balogh
Production Coordinator:	Marianne Arotzarena
Lead Tester:	Janine Cook
Assistant Lead Testers:	Jason Friedman, Christine Watson
Digital Video Compression:	Katy Weathers, Patricia Torrello
Product Manager:	Peter Loeb
Associate Product Manager:	John Garner
Manual:	Carol Ann Hanshaw

Audio Production

Music Composed and Produced by:	Spencer Nilsen
Co-Produced and Engineered by:	David Young
Sound Effects and Foley:	Jennifer Hruska, Brian Coburn & David Young
Percussion:	Brad Kaiser
Guitar:	Erik Frykman
Wind Synthesizer/Pocket Trumpet:	Mitch Manker
Whale Voices Courtesy of:	Madacy Music Group, Quebec, Canada

Animation Production

Animation Producer:	Michael Limber
Assistant Producer:	Lisa Mulvaney
Production Design/Art Director:	Allen Battino
Lead Animator:	Jasmes Polk
Technical Director:	Jim McLeod
Character Animator:	Rod Stafford
Lighting Director:	Alan Anders
Image Effects:	Scott Vye
Effects Programmer:	Brad Hunt
Modelers/Artists:	Stacy Curry, Chad Spaulding
Assistant Animators:	Peter Magow, Robert Russ

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. 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 compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

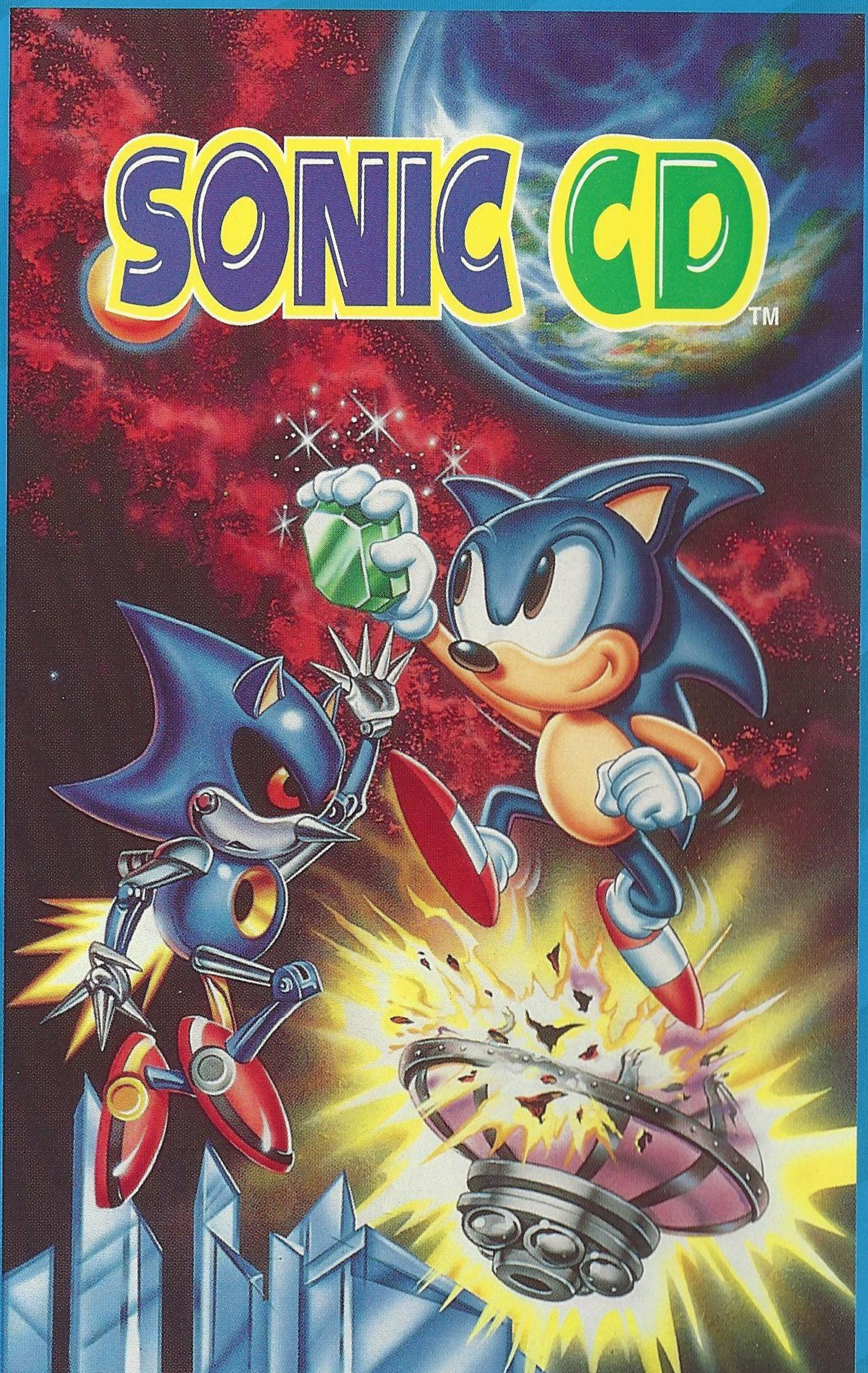
If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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 compact disc 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 and Canada 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.

AVAILABLE NOW ON SEGA™CD!



Sega, Sega CD, Ecco The Dolphin, Sonic CD, Sonic The Hedgehog and all related characters and indicia are trademarks of SEGA. QSound is a trademark of Archer Communications Inc. This game is licensed by Sega for home play on the Sega CD System only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Printed in the USA.