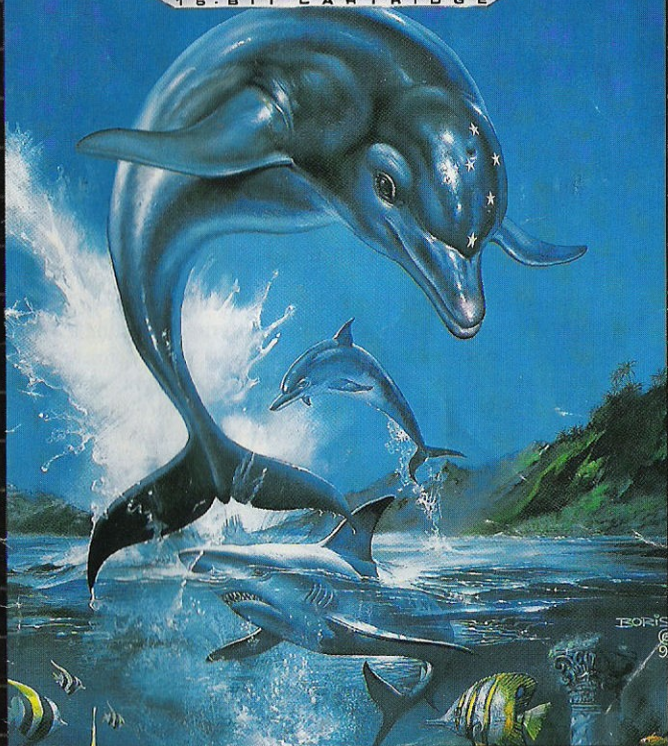


SEGA  
**GENESIS**  
16-BIT CARTRIDGE



ECCO THE  
**DOLPHIN**™

INSTRUCTION MANUAL



## 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,



with a deep gulp of 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.

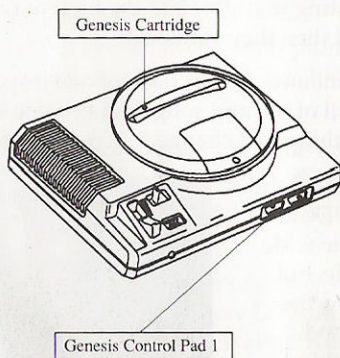
The ocean was full of songs. There were easy ones that came to Ecco naturally. These were the songs for calling dolphins and other singers of the watery world. There were new songs that took time to learn. These songs could open the Shelled Ones and scare off the Hungry Ones who roamed near the dolphins'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

The dolphins also had sad songs about stinging jellyfish, swift currents and rocky walls that trapped singers deep underwater. But 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 a smart dolphin could breathe.



## Starting Up

1. Set up the Genesis System and plug in Control Pad 1. (*Ecco the Dolphin* is a 1 Player game.)
2. Make sure the power switch is **off**. (Always turn the power switch **off** when you're inserting or removing the cartridge.)
3. Place the *Ecco the Dolphin* cartridge into the cartridge slot and press it down **firmly**.
4. Turn the power switch **on**. The Sega screen will appear.



### Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch **on** again.





## Take Control!

D (Directional) Button

Start Button



Button C

Button B

Button A

### Start Button:

- Skips the opening sequence or the demo games and goes to the Title screen.
- Exits the Title screen and goes to the submerged cavern.
- Exits the Password screen and starts the quest from your password level.
- Exits Ecco's Map and returns to the quest.
- Pauses a game during play; resumes a paused game.

### D-Button:

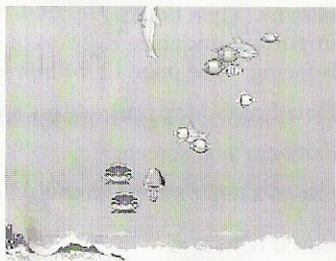
- Moves Ecco **right** or **left** to leave the submerged cavern at the beginning of the game. **Right** takes Ecco to the start of a new quest; **left** goes to the Password screen.
- Moves the highlight on the Password screen.
- Makes Ecco swim in any direction. Hold down the button for cruising speed, and to make Ecco leap when breaking the surface of the water. Tap the button lightly to swim slowly through dangerous passages. Press **Button C** to speed up.
- Exits Ecco's Map and returns to the quest.



## Disaster!

Live a dolphin's carefree life in the pleasant waters of Ecco's home. Splash and play! Dive deep to explore the curiosities 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 Map. Teach yourself to leap. Then learn to flip. With a swish of your fluke you can jump higher . . . and higher . . .

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

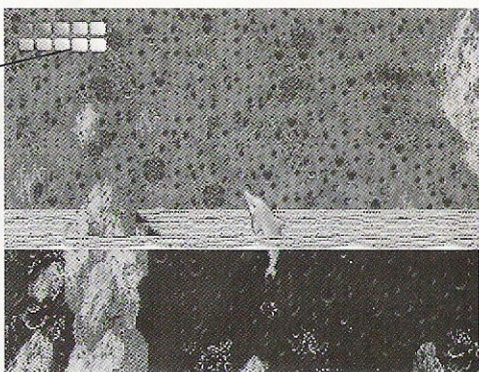
Your wandering begins. No matter how long it takes, or where it takes you, you must find your pod. You will leave this once-safe harbor and travel as far as you need to go — even to the ends of the earth.

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!



## Breathing

Breath  
Meter



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 be close to air. Without it, your breath ebbs away. If you run out of breath, your questing ends, and you must start the level over.

### You can breathe in two 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 nose above water, especially in tight submerged pockets where you can't jump. You'll gradually recover breath. Try to regain full breath, but stay on watch for dangers that may force you to move on before your breath meter is full.

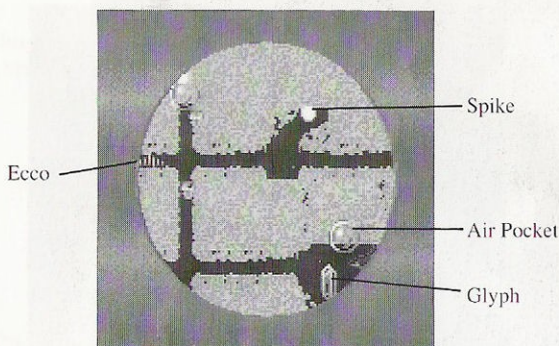


*Keep your lungs filled with life-giving breath. Never take a chance on getting caught without an air supply.*





## Mapping with Songs



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

### Ecco's Map shows you:

- Your position and passages through the rocky walls.
- Prowling enemies and dangerous objects (shown as orange circles).
- Glyphs and other interesting objects.
- Healing clams and air pockets (shown as bubbles).
- Barriers and moveable rocks and shells (shown as orange blocks).



*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."*

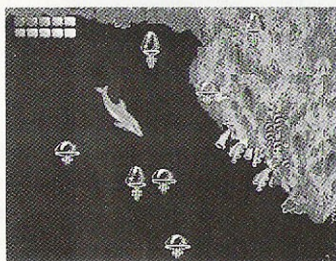


## Enemies

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



*Avoid enemies by swimming slowly. Always move cautiously in unexplored waters. Going slow is sometimes the fastest way to move ahead.*







## 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. Write down the information in the password notebook (see pages 22-23). Later, you can use the passwords to begin the game at any level you've already played. (Press **Button A** to exit the text screen.)

**Note:** Passwords change each time you restart a level. To return to a level, you can use any of its passwords; they all take you to the beginning of the scene.

To begin a game from some-where in mid-journey, 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-Button** 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-Button** to highlight the left or right arrow.
2. Press **Button B** or **C** to highlight a letter in the password, and press **Button A** to delete it.
3. Use the **D-Button** to select another letter at the top of the screen.
4. Press **Button B** or **C** to add it to the password.



## Dolphin Facts

- 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 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 still be seen in the northern skies.
- The average length of bottlenose dolphins is 10 feet, their average weight is about 440 pounds (but they can reach 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 can reach a top speed of about 25 mph.
- 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. They "see" even the most complex shapes with their sonar. Each individual dolphin has a personal "signature whistle," just like we each have our own voice.
- Bottlenoses often school with other species, such as shortfin pilot whales. They sometimes accompany great right whales and 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 needed again.





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

1. ... Suddenly great winds of water ...





## 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.

**Note:** Passwords change when you replay their levels.

LEVEL NAMES	PASSWORDS
1. <u>The Undercaves</u>	<u>W</u> <u>E</u> <u>F</u> <u>I</u> <u>D</u> <u>N</u> <u>M</u> <u>P</u>
2.    _____	— — — — — — — —
3.    _____	— — — — — — — —
4.    _____	— — — — — — — —
5.    _____	— — — — — — — —
6.    _____	— — — — — — — —
7.    _____	— — — — — — — —
8.    _____	— — — — — — — —
9.    _____	— — — — — — — —
10.   _____	— — — — — — — —
11.   _____	— — — — — — — —
12.   _____	— — — — — — — —
13.   _____	— — — — — — — —
14.   _____	— — — — — — — —
15.   _____	— — — — — — — —
16.   _____	— — — — — — — —
17.   _____	— — — — — — — —



## *Ecco the Dolphin Credits*

*Producer:* E. Ettore Annunziata

*Design:* E. Annunziata, L. Szenttornyai

*Main Programmer:* Molnár József

*Art:* Balogh Zsolt, – Talent –

*Music:* Magyari András, Spencer N.  
Nilsen, Brian Coburn

*Marketing:* Al Nilsen, Pamela Kelly

*Testing:* Casey Grimm, David Forster,  
Mark Lindstrom, Dianna Myers,  
Dermot Lyons, Joe Cain

*Special Thanks:* Steve Apour, Clyde Grossman,  
Stephen Friedman, Andras  
Csaszar, Hugh Bowen, Lucinda  
Delorimier

*Manual:* Carol Ann Hanshaw

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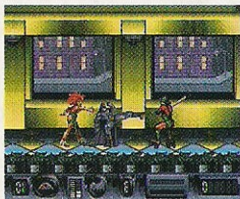
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