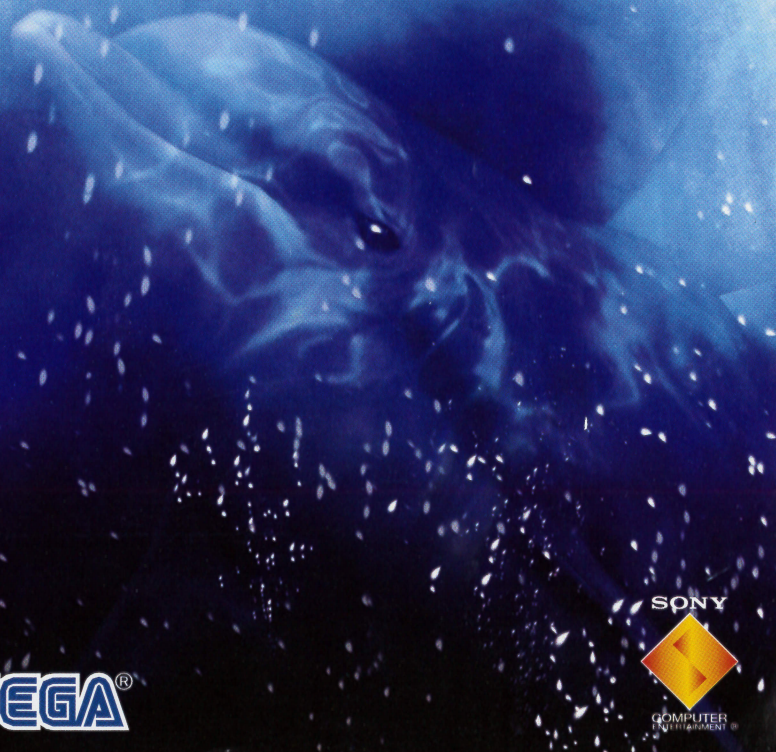


ecco

THE DOLPHIN DEFENDER OF THE FUTURE



SEGA®

SONY



COMPUTER
ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SCES-50499

1 Player • Memory Card (8MB) (for PlayStation®2) : 90KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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ecco

THE DOLPHIN

DEFENDER OF THE FUTURE



ENGLISH



PROLOGUE

At the dawn of the 30th century, after five hundred years of unity and fellowship, dolphin and man set out from the Earth to explore the great unknowns of space.






But where man and dolphin founded a civilisation of peace, others based theirs on strength, conquest and domination. Yet even as man and dolphin went out from the Earth, the sinister Foe cast envious eyes upon it. For the Earth was a prize beyond measure, a pristine world to be cherished or exploited.

But the Earth was not defenceless. The mighty Guardian – the greatest creation of dolphin kind – shielded it with its power. Undeterred, the Foe persisted, probing for a moment of weakness they were certain must come.

It was in this time that a dolphin named Ecco arrived at the Isle of the Guardian, seeking to learn from the scholars of peace, but destined to become the only hope and champion of the Earth.

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the ECCO THE DOLPHIN – DEFENDER OF THE FUTURE disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again before commencing play.

This game may only be played using the Analog Controller (DUALSHOCK®2). The Analog Controller (DUALSHOCK®) and the digital controller can not be used to play ECCO THE DOLPHIN – DEFENDER OF THE FUTURE.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

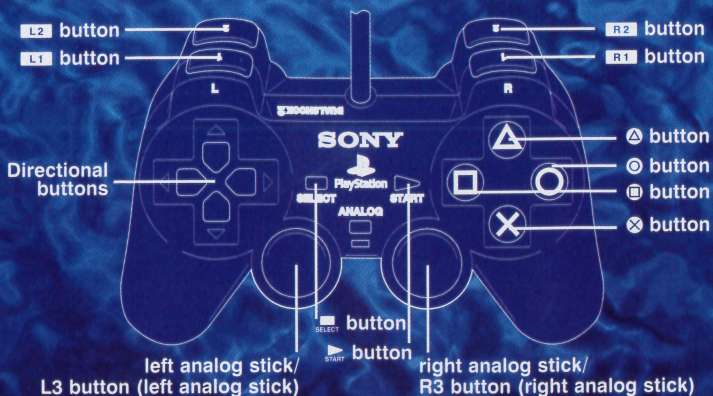
Memory Card (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save/load game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. Only MEMORY CARD slot 1 may be used to load and save game data.

Make sure there is enough free space on your Memory Card before commencing play.

CONTROLLING ECCO



DIRECTIONAL BUTTONS AND LEFT ANALOG STICK

- SWIM
- CHARGE
- USE SONAR
- CHANGE CAMERA
- ROLL LEFT
- ROLL RIGHT
- LOOK
- NEXT OBJECTIVE
- MANUAL CORRECT
- BRAKE
- 180° TURN LEFT
- 180° TURN RIGHT
- SUPER ROLL
- PAUSE/INVENTORY
- COMPASS ON/OFF

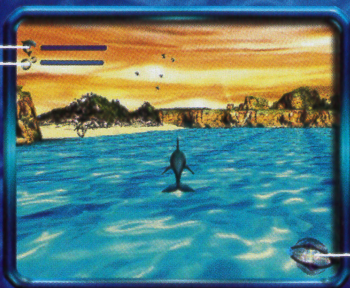
Move Ecco

- X button
- button
- button
- △ button
- L1 button
- R1 button
- L2 button and R2 button
- L3 button (left analog stick)
- R3 button (right analog stick)
- move right analog stick down
- move right analog stick left
- move right analog stick right
- move right analog stick up
- ▶ button
- button

THE GAMESCREEN

HEALTH METER

AIR METER



COMPASS


Health

To replenish your health you can charge into a shoal of fish, but beware, not all fish are edible and some may actually harm Ecco. Be observant and remember to learn from your experiences, recognising your food supplies could be vital in times of peril.

Air

Ecco is a dolphin and like all mammals he needs air to breathe. To get air, ensure that Ecco regularly swims to the surface to have a good breath. Alternatively, seek out air bubbles in the deep. Some air sources are easy to find but some are hidden and not so obvious. Observe your surroundings and remember to keep track of your Air Meter.

Compass

Press the  button to turn the compass facility on or off.

The compass is divided into two parts – a flat four-pointed square displays the direction to the North, South, East and West. A sphere displays the important elements of a stage which are highlighted by coloured stars. The elements that are further away from Ecco appear on the surface of the sphere as small dots. When the objective is

nearby, the dots move down and become stars, appearing to float inside the sphere.

- WHITE = Glyphs
- GREEN = Objectives
- YELLOW = Friendly dolphins
- BLUE = Ecco's location
- RED = Sharks/Danger

STARTING THE GAME

Before you dive into the tempestuous ocean and help Ecco on his mission to save the world, you will have to navigate the calmer waters of the menu system! First of all, the Language Select Menu will be displayed. Press **↑** or **↓** to choose either English, German, French, Spanish or Italian as your preferred language and press the **⊗** button to confirm.

Next, follow the on-screen instructions to select your desired screen update mode. Choose either 50Hz or 60Hz. The latter mode will result in a smoother, faster screen update, but some televisions can not support this mode. If you are unsure whether or not your TV can run at 60Hz, then select the Test option to check. Finally, press the **⊗** button to access the Title Page, and press the **▶** button to access the Main Menu.

MAIN MENU

- START GAME** - launch directly into a new game
- LEVEL SELECT** - select an environment to explore
- PLAYER MENU** - create a new save or load an existing player from the Memory Card (see Player Menu below)
- GALLERY** - see the Gallery Menu below
- OPTIONS** - see the Options Menu below

GALLERY MENU

When selected, you will enter a 3D stage of 1 to 8 chambers. The chambers are associated with one of the following:

Image Galleries

Icons hanging from the top of the chamber entrance distinguish the difference between each of the four Image Galleries. Images are grouped in accordance with the four worlds of the game: ISLE OF TRANQUILLITY, MAN'S NIGHTMARE, DOLPHIN'S NIGHTMARE and DOMAIN OF THE ENEMY. Image Galleries can only be accessed when each specific world has been unlocked. The number of pictures in each gallery equals the number of stages in a given world. Images will only appear when a stage has been completed and all of its Vitalits collected. The images on the wall can be enlarged to full-screen by sonaring them.

Movie Gallery

An image projector icon represents the entrance to the movie gallery. The screen is divided into six equal areas and each area contains the first frame of the movie it will play. Selectable movies have a colour still frame, non-selectable movies (not yet opened in the game) have a faded grey still frame.

Soundtrack Library

A lyre icon represents the entrance to the Soundtrack library. To play music tracks, approach the large water-organ in the middle of the chamber. In front of the organ there is a world selector. The soundtracks are also grouped according to worlds - the world selector uses the same icons as the ones seen in the world image gallery. Select any track of a given world by sonaring the keys of the organ keyboard. One track is attached to each key. You can listen to the soundtrack at anytime.

Credits and Exit

One of the last two chambers leads to the credits section, the other serves as the Exit back to the Main Menu.

OPTIONS MENU

Language

Choose from five languages: English, German, French, Italian or Spanish.

Controller

While guiding Ecco on his missions, you'll need to become adept at controlling the friendly cetacean. Choose from three control types: TYPE A, TYPE B or CUSTOM. The Custom option allows you to alter the action button functions. Press \uparrow or \downarrow to select the button you want to change and confirm with the \otimes button. Then press \leftarrow or \rightarrow to alter the current button function and confirm again with the \otimes button.

Audio

Select either Mono or Stereo sound system and alter the volume level of the background music and sound effects.

Screen Size

Select the screen ratio of either 4:3 (normal) or 16:9 (wide screen).

Adjust Screen

Press \uparrow , \downarrow , \leftarrow or \rightarrow to adjust the screen to your satisfaction and press the \otimes button to confirm.

Vibration

Toggle the vibration function of the Analog Controller (DUALSHOCK®2) on (ENABLED) or off (DISABLED).

PLAYER MENU

When the Memory Card is inserted into MEMORY CARD slot 1, the Player Menu will be displayed.

Select NEW GAME to start a new game and enter a new player name. If the Memory Card contains previously saved ECCO THE DOLPHIN: DEFENDER OF THE FUTURE data, select the data you wish to load and then select CONTINUE GAME from the Main Menu. While playing the game, data will be automatically saved at the end of end of each stage or world.

PLAYING THE GAME

Accelerating and Swimming

Pressing the \otimes button quickly and repeatedly makes Ecco accelerate. With each button press Ecco switches into higher and higher gear. To maintain your current speed you can hold down the \otimes button and Ecco will swim at a steady pace. To slow down, release the \otimes button and let Ecco glide to a slower speed. Pressing and holding the \otimes button again will make Ecco switch to a pace corresponding to his current speed.

Braking and Swimming in Reverse

To bring Ecco to a halt, press the right analog stick down. Ecco will use his tail fin and flippers as brakes to slow down. To swim backwards, keep pressing the right analog stick down.

180° Turn

Press the right analog stick left or right to make Ecco do a 180° turn. Use this as a quick manoeuvre for turning around during shark fights or homing in on a school of fish again and again.

Super Roll

Press the right analog stick up to make Ecco do a corkscrew-like evasive manoeuvre. When mastered, this move will save Ecco from dangerous head-on collisions with oncoming enemies.

Charging

When Ecco charges, he accelerates beyond his top swimming speed for a short period of time. Press the **Ⓞ** button to charge. The charge is used to attack enemies, boost the speed of Ecco, catch fish, swim against currents and jump higher out of water.

When used as a weapon of attack, Ecco can cause damage to enemies or chase them away by charging into them. When charging, Ecco automatically homes in on the closest target within sight. This makes targeting and hitting targets easier. Since homing in on a target is automatic, it is advised that you let go of the directional controls for the duration of the charge in order for the targeting to work correctly. Interfering with the homing by steering Ecco may lessen the chance of a successful hit.

The Sonar


Ecco's sonar can be used in many different ways. The main function of the sonar is communication. Use the **Ⓜ** button to activate the sonar.

Talking with the Sonar

Using his sonar Ecco can communicate with whales and dolphins as well as other intelligent beings. To talk to other mammals, face their direction and press the **Ⓜ** button.

Interacting with other Creature

Not all the creatures in the ocean can communicate with the dolphin. Sharks, rays and fish are just a few examples of marine life who will not understand a dolphin's language. However, all aquatic creatures will react to Ecco's sonar in their own particular ways. By using his sonar, Ecco can affect the behaviour of these creatures – he can get the attention of a shark, he can herd turtles together or chase away



schools of fish. It is useful to explore and experiment with the sonar's affects on various creatures, since these abilities will become very useful in many different gameplay situations.

Special Sonar Abilities

As the game progresses, Ecco will learn special abilities that will alter and enhance the functionality of his sonar. Ecco will learn to use his sonar as a defensive as well as an offensive weapon. He will also learn new ways of interacting with various sea creatures and controlling their behaviour.

Sonar as a Tractor Beam

Later in the game, when Ecco acquires the Labour Harness he will be able to hold onto certain objects with the use of the Harness' sonar-tractor beam. To activate the tractor beam, double-press and hold down the @ button.

Sonar Map

Ecco can use his sonar to draw a Sonar Map of his surroundings. Press the @ button to display the map. The map will display the level or a part of the level, depending on a level size. Important objects like Ecco, Glyphs and Dolphins are marked on the map. To return to the game from the map, press the ⊗ button.

Next Objective

Ecco can help the player to navigate and solve puzzles. Press the L3 button to turn Ecco to point in the direction of your next objective. This works very well when used in larger levels where there is a lot of open space.



The Camera

TRAILER CAMERA - this is the default camera mode. The camera stays right behind the dolphin at all times and points in the direction Ecco is facing. This camera is best suited for general gameplay due to its responsiveness and ease of targeting.

REMOTE CAMERA - this camera looks at the dolphin at all times and follows him at a fixed distance. The camera will not try to stay behind the dolphin - instead it allows Ecco to turn his side to the camera as well as face the camera. Swimming around with a Remote Camera provides a more graceful, cinematic type of experience.

ABOVE WATER CAMERA - this camera hovers above the water surface. It stays above the dolphin at all times and looks at Ecco. This camera provides the best views when doing acrobatic jumps above the water.

SIDE CAMERA - this camera allows you to look sideways, left (**L2** button) or right (**R2** button) with the camera without changing Ecco's current direction of travel. You can even look backwards by pressing the **L2** and **R2** buttons simultaneously.

Guidance

When you need help to solve a puzzle, always remember what you have learned and seek out the Glyphs provided by the Guardian.

Help Glyphs

The help glyph is a magical crystal; when sonared by Ecco it will provide you with a clue to the puzzle. Some puzzles can be cryptic so it is best to read them several times until you can understand their meaning.

Vision Glyph

The vision glyph is a magical crystal; when sonared by Ecco it will show a part of time past or future. It will help Ecco solve the mysteries that lie ahead.

Hint Library

By selecting this option from within the Pause Menu, Ecco can re-read the last three pieces of information given by the help glyphs.

Reward

Scattered throughout the worlds are small crystals known as 'Vitalits'. Each stage has Vitalits scattered throughout, some may be hidden in caves, others above water. Collect all the Vitalits within a stage to unlock a reward within the Gallery.

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To all of our families for their love and support.

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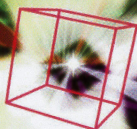
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