

# Ecco The Dolphin

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**September 2001:** 'Ecco The Dolphin, Defender of the Future' is announced to release on PlayStation®2. This title is the PlayStation®2 improved version of the successful Ecco the Dolphin on Dreamcast created by Appaloosa Interactive, a development studio based in Hungary. Several enhancements have been made for this game to offer a more enjoyable and accessible experience.

This compelling story was devised by a famous science fiction author, David Brin, winner of the prestigious Hugo and Nebula Awards.

By the late third millennium the integrated civilization of humans and dolphins created an ideal world on earth. Realising that their true destiny lie in the stars, both humans and dolphins departed for the outer reaches of space, leaving behind a small group of dolphins in supposed innocence as caretakers of the earth. All is well until the arrival of a mysterious foe who threatens to change the events of time by creating a time tunnel and meddling with the dolphins psyche. Ecco must ensure that history is restored to its former course by returning all the dolphin skills that have been stolen and scattered through time by the evil Foe. Throughout the adventure Ecco will find himself inadvertently creating alternative history lines. Whether these timelines produce happy and joyful worlds or awful realities, depends entirely on the skills and brains of this friendly dolphin.

The game is a combination of many elements: Ecco can freely explore the underwater world, solve puzzles and gather information during the four episodes of the game (Paradise Island, Man's Nightmare, Dolphin's Nightmare, the Foe's Lair).

The story evolves in stunning 3D environmental graphics, courtesy of Appaloosa's 'Game World Builder' technology, which will immerse the player in a virtual underwater universe of beauty and wonder. This feeling is strengthened by a powerful music composed by video game music veteran Tim Follin.

Sega and Appaloosa Interactive offer many improvements for this new version of Ecco The Dolphin compared to the original game released on Dreamcast such as:

- Improved Vitalit reward system,
- Objective indicator to direct the player,

- On screen compass/direction aid,
- Configurable PlayStation®2 specific controls that take advantage of PlayStation®2 Analog functions.
- 3D image, movie and sound galleries.
- The puzzles made easier.
- Additional glyph and library information that is stored in the players inventory to help the player in their quest.
- Full use of the PlayStation®2 power to include more sea life and improve some of the textures.

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<b>Release date:</b>	Winter 2001
<b>Developer:</b>	Sega / Appaloosa Interactive
<b>Publisher:</b>	Sony Computer Entertainment Europe / Sega
<b>Platform:</b>	PlayStation®2
<b>Peripherals:</b>	Analog Controller (DUALSHOCK 2) Memory Card (8MB) (for PlayStation 2)
<b>Nb Players:</b>	1