ecco
THE DOLPHIN™
DEFENDER OF THE FUTURE

Appaloosa
Interactive
CREATED BY

SEGA®
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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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⎯⎯⎯⎯⎯⎯ RESET button

⎯⎯⎯⎯⎯⎯ (OPEN) button

USB connector ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

S400 i.LINK connector ⎯⎯⎯⎯⎯⎯⎯⎯

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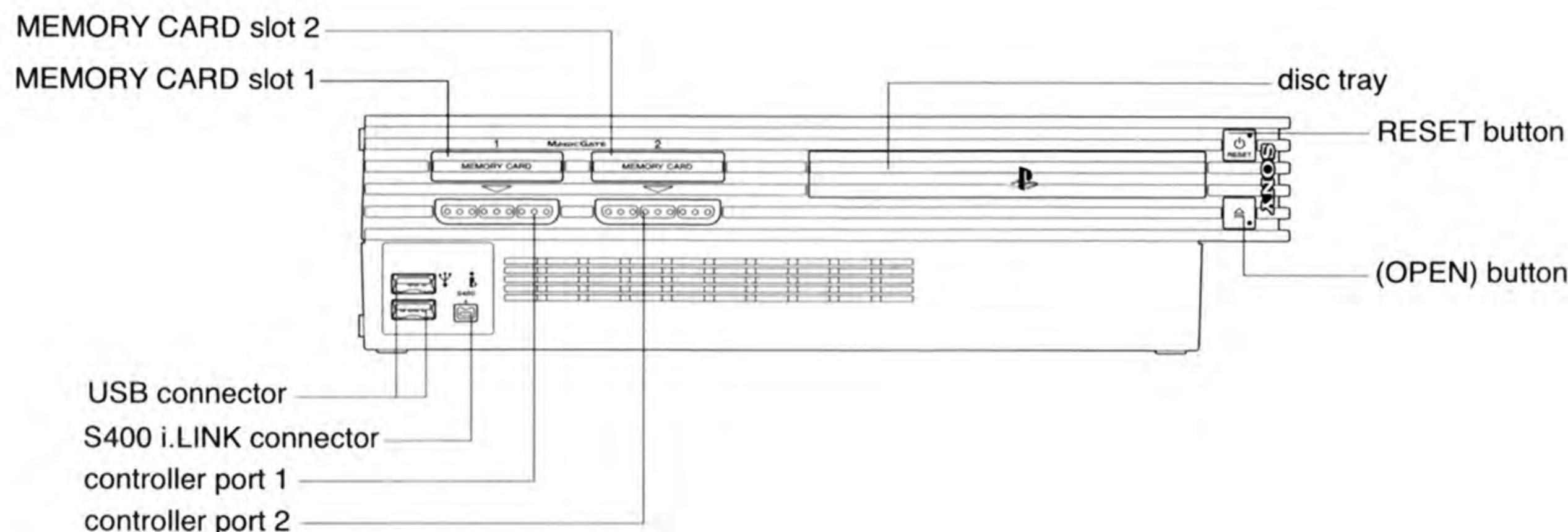
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Ecco the Dolphin™ Defender of the Future disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

Ecco the Dolphin™ Defender of the Future only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Ecco the Dolphin™ Defender of the Future features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. Ecco the Dolphin™ Defender of the Future also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

STARTING UP

L2 button

L1 button

R2 button

R1 button

directional buttons

△ button

○ button

× button

□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

Ecco the Dolphin™ Defender of the Future is a one-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.

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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 civilization of peace, others based theirs on strength, conquest, and domination. And, even as man and dolphin went out from the Earth, a 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 defenseless. 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 be the only hope and champion of the Earth.
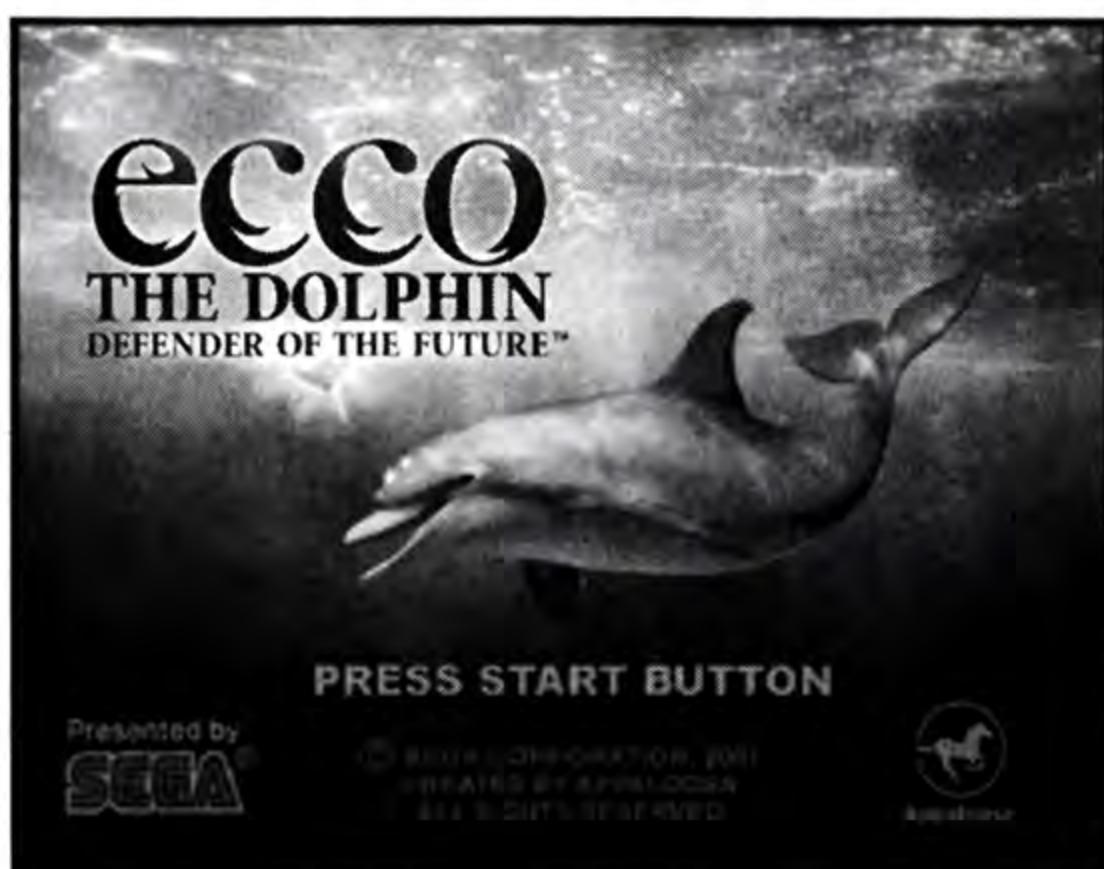
You will come to the Language Select screen. Highlight your choice and press the ✖ **button** to advance.

At the title screen, press the **START button**. You will advance to the Main Menu.

MAIN MENU

Start Game

Select Start Game to begin a new game. If you have saved game progress or return to the main menu during a game, this option will read Continue Game.

Level Select

Once you have unlocked game levels during game play, you can return here to choose any unlocked level to play on.

Player Menu

Select the Player menu to input your name so you can save games, start a new game and use the Manual Save function.

New Game

Begin a new game with the associated player initials.

Enter Initials

Enter a player name in order to save your game progress to a **memory card (8MB)** (for PlayStation®2). You can enter three characters. Highlight a character by pressing a direction on the directional button/left analog stick, and press the ❌ **button** to enter it. Use **DEL** to backspace. When your initials are complete, highlight **END** and press the ❌ **button**.

Manual Save

You can elect to save your game at any time by pausing the game and selecting Exit to return to the main menu. From there, navigate to this option.

Gallery

The gallery allows you to view images, movies and any Vitalits you've earned. See page 11 for details.

Options

The option pages allow you to set the different parameters for your game.

Language:

You can choose from five languages; English, German, French, Spanish, Italian.

Controller

You can select from three control types; A, B, Configurable.

Controller Config

To configure control, on the controller configuration screen press ⬆ or ⬇ on the **directional buttons/left analog stick** to select the button you want to change. To change a button's function, press ⬅ or ➡ on the **directional buttons/left analog stick**.

Audio

You can select between Mono and Stereo and change the sound levels of the music and sound effects.

Screen Size

Choose a 4:3 or 16:9 screen size ratio.

Adjust Screen

Choose this option to manually adjust the display to fit your screen.

Vibration

Choose to have the vibration effect Enabled or Disabled.

MENU CONTROLS

Show Help Screen

Highlight Option

Cancel / Previous Screen

Confirm / Next Screen

Toggle Options

Start / Pause Game

Highlight/Toggle Options

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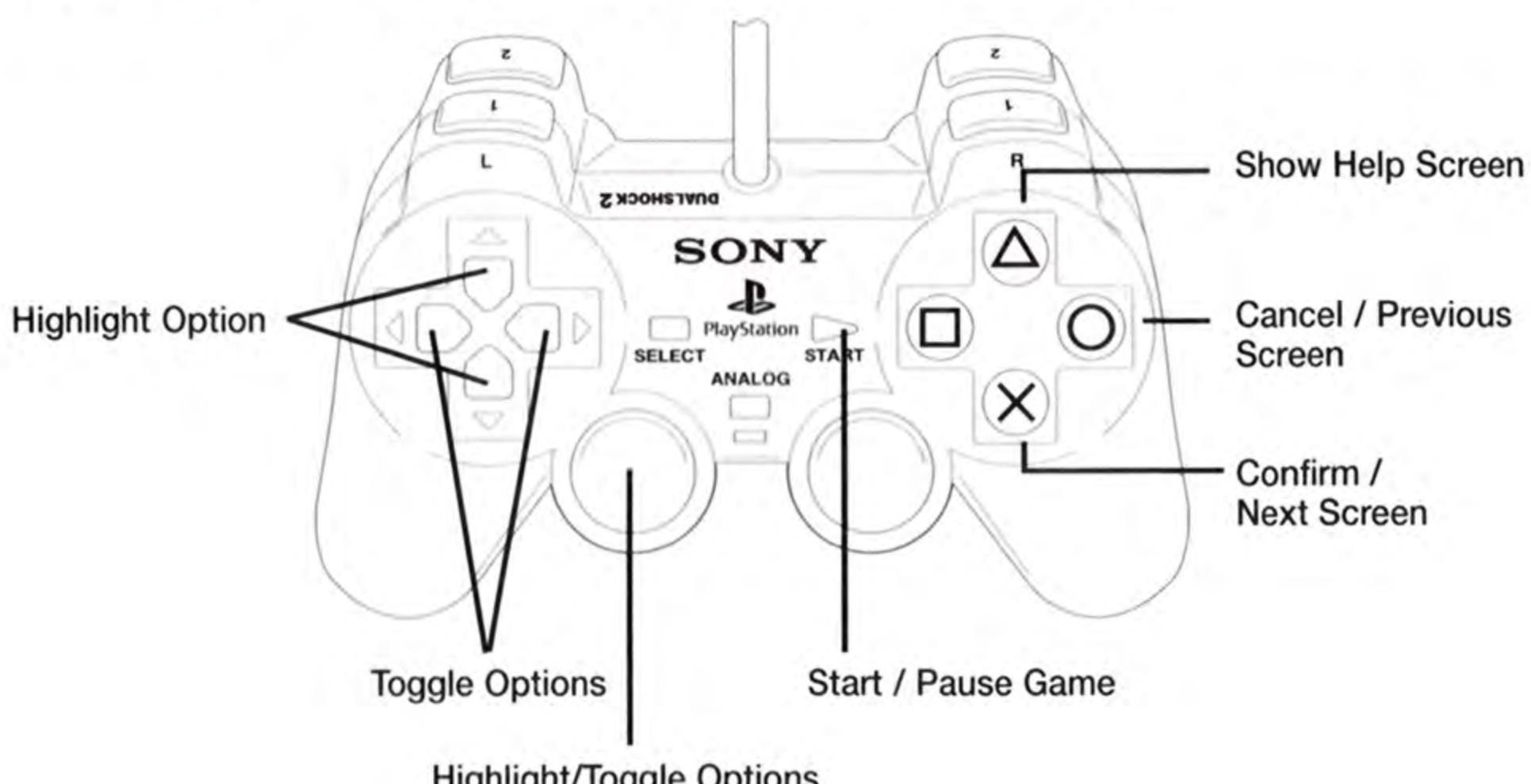
DEFAULT CONTROLS

The configuration displayed is the default configuration. In the Options menu, you will find an additional controller configuration as well as the option to customize the controls to your liking.

Accelerating and Swimming   Press or Hold ⊗ button

Pressing the ⊗ **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 ⊗ button and Ecco will swim at a steady pace. To slow down, release the ⊗ button and let Ecco glide to a slower speed. Pressing and holding the ⊗ button again will make Ecco switch to a gear corresponding to his current speed.
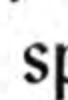
Braking and Swimming in Reverse   Right analog stick ↓

To make Ecco brake push the **right analog stick** in the downward direction. Ecco will use his tail fin and flippers as brakes to slow down at once. To swim backwards, keep pushing the **right analog stick** ↓.

180 Degree turn   Right analog stick   ↺ or ↻
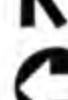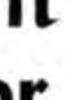
Pushing the **right analog stick** ↺ or ↻ will make Ecco do a 180-degree turn. Use this as a quick maneuver for turning around during shark fights or boss fights; also useful to home in on a school of fish again and again.

Super Roll   Right analog stick ↑

Pushing the **right analog stick** ↑ will make Ecco do a corkscrew like evasive maneuver. When mastered, this move will save Ecco from dangerous head-on collisions with oncoming enemies.

Charging   Press the ◉ button

When Ecco charges, he accelerates beyond his top swimming speed for a short period of time. To charge, press the ◉ **button**. The charge is used to attack enemies, boosting the speed of Ecco, catching fish, swimming against currents and jumping 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   Press the ◉ button

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   Press the ◉ button

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 creatures   Press the ◉ button

Not all the animals in the ocean can communicate with the dolphin. Sharks, Rays, Fish and other creatures will not understand a dolphin's language. However, all the animals will react to Ecco's sonar in their own particular ways. By using his sonar, Ecco can affect the behavior of these creatures – he can get the attention of a shark, he can herd turtles together or chase away schools of fish. We encourage you to explore and experiment with the sonar's effects on various animals since these abilities will become very useful in many different gameplay situations.

Special Sonar abilities   Press the ◉ button

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. These special abilities will allow the dolphin to control the behavior of various animals in a much more precise and direct fashion than before. The use of these special sonar abilities is automatic. If Ecco acquires the ability to control a certain creature, sonaring that particular animal will automatically affect its behavior in the desired way. See Songs on page 13 for details.

## Sonar as a Tractor Beam   Double Press and Hold the
                                                    ◉ button

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 **8** 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. The Sonar Map can be activated by pressing down the ⬤ **button** until the map appears. 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**.
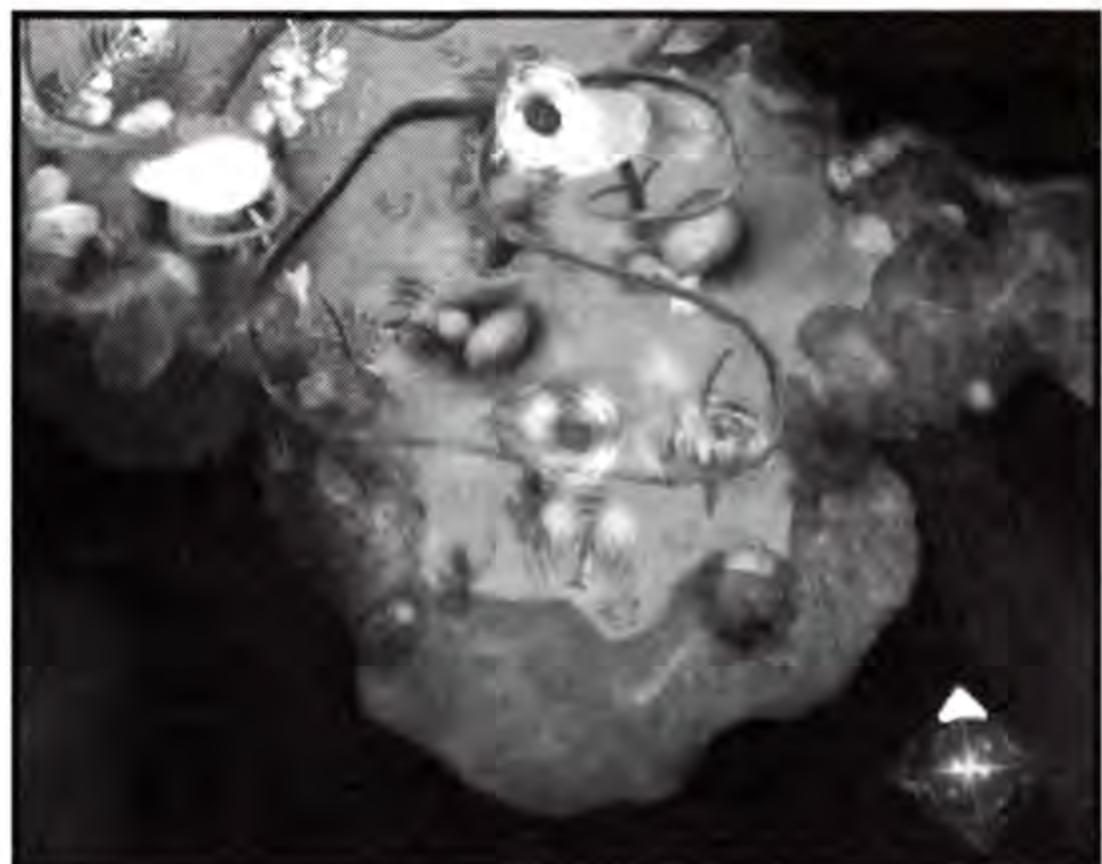
Next Objective

Ecco can help the player to navigate and solve puzzles. Hold down 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   *L2 button & R2 button or both simultaneously*

This camera allows the player to look sideways, left or right with the camera without changing Ecco's current direction of travel. You can even look backwards.

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CONTROL SUMMARY

On the Options - Controller screen the player can choose from two pre-defined controller configurations or choose to configure the control of Ecco to their liking.

TYPE A	CONFIGURATION
Directions	directional buttons/left analog stick
Look	L2+R2 buttons
Swim	✖ button
Charge	◉ button
Sonar	▣ button
Roll Left	L1 button
Roll Right	R1 button
Next Objective	L3 button
Manual Correct	R3 button
Change Camera	▲ button
Brake	right analog stick ⬇
180 Deg. Turn Left	right analog stick ⬅
180 Deg. Turn Right	right analog stick ➡
Super Roll	right analog stick ⬆

TYPE B	CONFIGURATION
Directions	left analog stick
Look	right analog stick + R3 button
Swim	R2 button
Charge	L2 button
Sonar	▣ button
Roll Left	⬅ directional button
Roll Right	➡ directional button
Next Objective	◉ button
Manual Correct	✖ button
Change Camera	▲ button
Brake	⬇ directional button
180 Deg. Turn Left	L1 button
180 Deg. Turn Right	R1 button
Super Roll	⬆ directional button

MISCELLANEOUS BUTTONS

Pause/Inventory	START button
Compass On/Off	SELECT button

STATUS

There are several on-screen displays that you must always be aware of if you want to successfully complete your adventure:

Compass

Health

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

Air

Ecco is a dolphin and like all mammals he needs air to breathe. To get air push the head of Ecco out of the water. If you cannot do this, then look for air bubbles within the water. 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

The compass is positioned at the bottom right of the screen. It can be turned on and off using the **SELECT button**. It has two parts:

1. A flat 4 pointed square that displays the direction to the North, South, East and West. (North is marked with a different color).

2. The second part is a sphere. Inside the sphere the important elements of a stage are highlighted using colored stars. The elements that are further away from Ecco appear on the surface of the sphere as small dots; when the objective is near the dots move down and become stars, appearing to float inside the sphere:

White	= Glyphs,
Green	= Objectives
Blue	= Dolphins
Red	= Sharks/Danger

INFORMATION SHARDS

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

Help Shards

The help shard 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 Shards

The vision shard 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.

PAUSE MENU
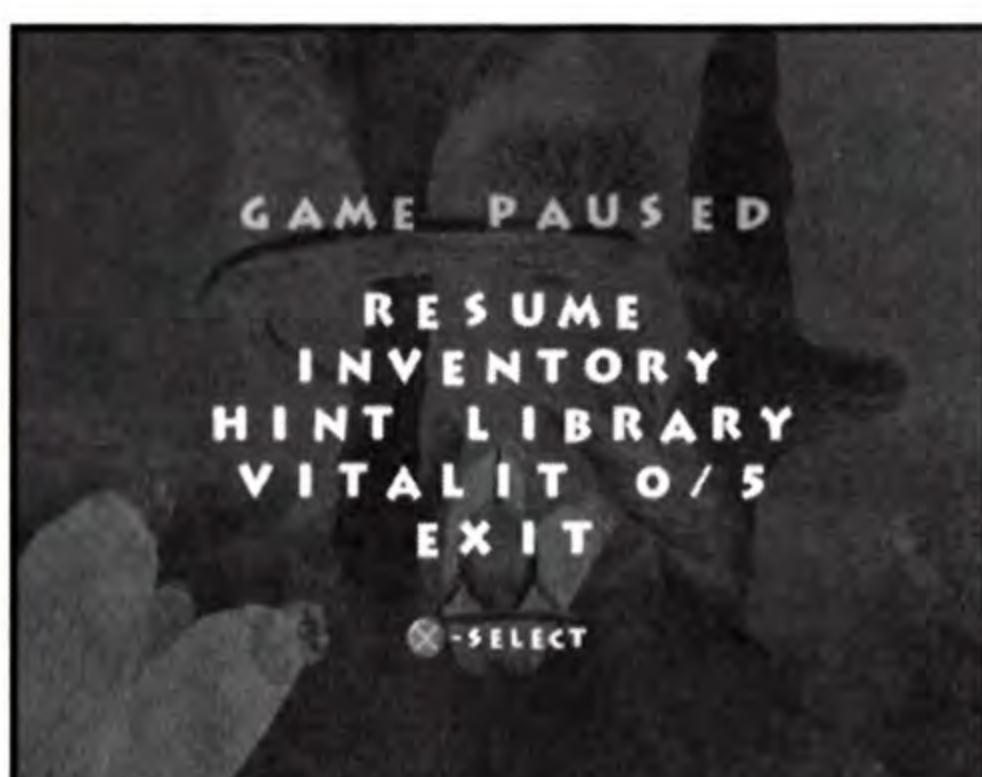
Press the START button during a game to pause the game. A menu will appear with these choices:

Resume

Return to play where you paused.

Inventory

View the inventory of Songs and Gifts (powerups) you have collected so far.
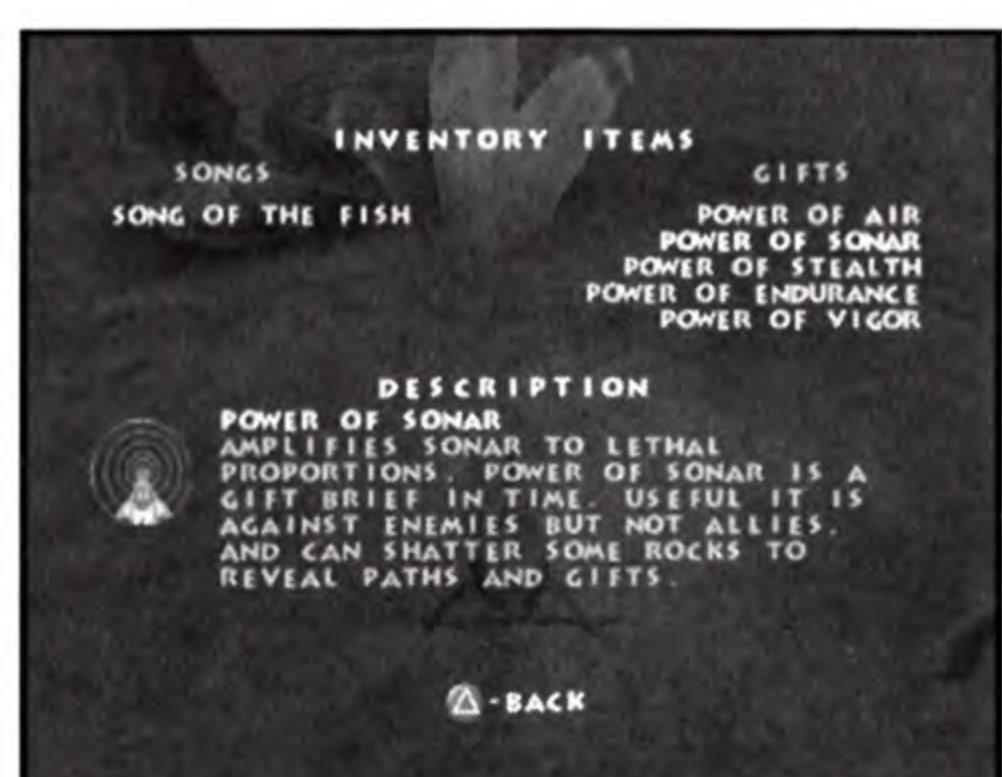
Hint Library

Select this option to re-read the last three pieces of information given by the help shards.

Vitalit

Scattered throughout the worlds of Ecco the Dolphin: Defender of the Future 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'. View the number of Vitalits you've collected so far compared to the number available in each area.

Exit

Quit the current game and return to the Main Menu.

SONGS

As Ecco gains friends, he will be able to use the ancient songs of the dolphins. These songs use the Sonar (● **button**), and they let Ecco perform tasks which might be impossible otherwise.

Song of the Ray

Using the Song of the Ray allows Ecco to prod the great Manta Ray in the direction Ecco wants him to move. Ecco can do this by aiming with his Sonar. Hidden stingrays will move when sung this song, while those in plain sight will flee.

Song of the Fish

Small schools of fish will surround you and follow. This can be very useful to you as a particular type of fish may provide you with illumination while another may provide you with protection when you swim with them. Just know that all fish move slowly, so don't move too fast if want the school of fish to follow you!

Song of the Shark

Sharks will be stunned with the sound of your sonar. This allows you to attack them head-on in your attack while they are stunned.

Song of the Turtle

Turtles will follow you if you sing them this song. Even turtles that are hiding in their shells will poke their heads out and move when sung this song.

THE GIFTS

Power of Air

This temporarily gives Ecco more air so he can stay underwater for a longer period of time. However, inhaling more air during this time will not replenish his air meter.
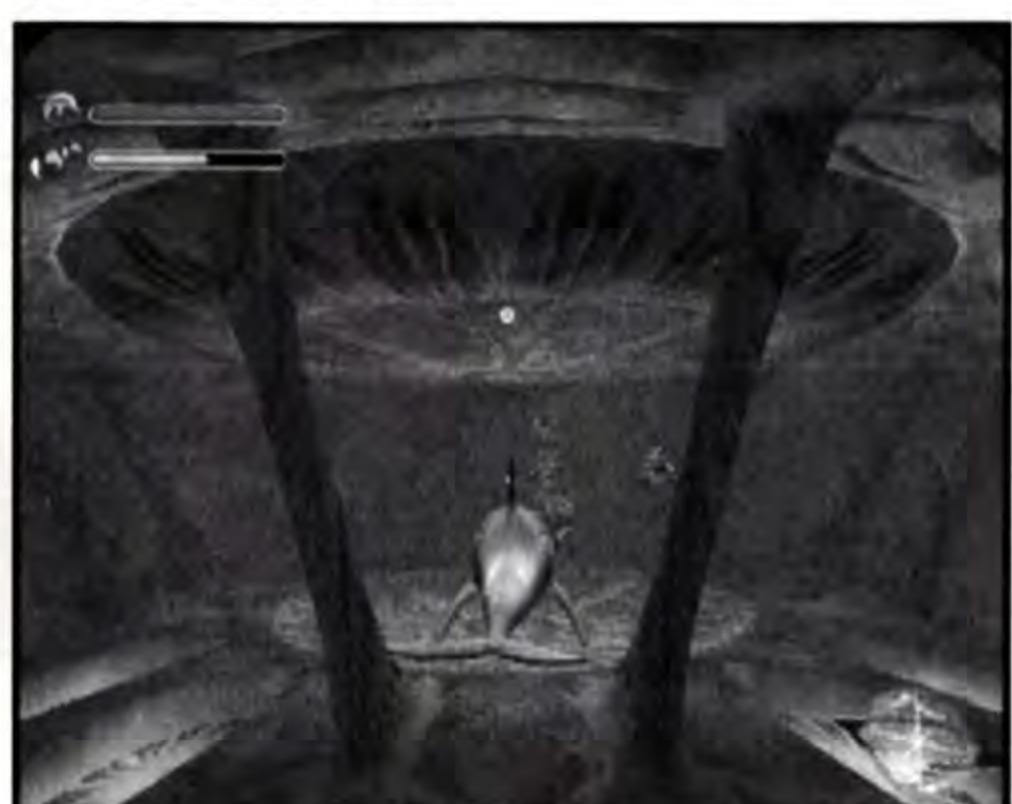
Power of Sonar

With the Power of Sonar, Ecco can use his Sonar to attack enemies and can even use it to shatter some rocks and other objects to reveal hidden secrets or passageways.

Power of Endurance

This temporarily gives Ecco more health and strengthens his resistance to harm. However, eating more fish during this time will not replenish his health.

Power of Vigor

With the Power of Vigor, Ecco's strength is augmented, and Ecco's swimming and charging abilities are increased. Ecco can push rocks, reach higher heights, and conquer swift currents. And Ecco's strengthened charge is almost unstoppable.

GALLERY

Can be found in the Main Menu. When selected you will enter a 3D stage from which the player can enter 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 to each of the four Image galleries. Images are grouped in accordance with the four worlds of the game: ISLE OF TRANQUILITY, MAN'S NIGHTMARE, DOLPHIN'S NIGHTMARE and DOMAIN OF THE ENEMY. 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, each area contains the first frame of the movie it will play.

Selectable movies have a black and white 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 & Exit

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

SAVE & LOAD

The first time you play the game, if there is no memory card in Slot 1 (or there is a card connected but it does not have enough room on it) then you will be asked to insert a card.

Press the **START button** if you want to play Ecco without saving.

If the memory card is inserted but not formatted you will be asked to format it first.

When the **memory card** (8MB) (for PlayStation®2) is inserted into **MEMORY CARD slot 1** you will enter the 'Select a Game' page. You now have 2 choices:

- Select the 'New Game' menu item, which asks for a file name and then starts a new game

- If there are valid Ecco save files you can load any of them to continue playing.

While playing the game it will automatically save the actual progress status of the game into the selected save file.

ACCLAIM® LIMITED WARRANTY

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★★★ AMERICAN PRO TRUCKER ★★★

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