

SEGA™

GENESIS™
INSTRUCTION MANUAL

ECCO

THE TIDES OF TIME™



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.

WARNING TO OWNERS OF PROJECTION TVS

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 televisions.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ 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 break during extended play, to rest yourself and the Sega cartridge.

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

Contents

A Vast Stream of Time	2
Setting Up	4
Play Controls	5
Starting Ecco's Quest	8
Using Passwords	9
Staying Healthy	10
Breathing	11
Singing (Using Sonar)	13
Mapping with Songs (Echolocation)	14
Glyphs	16
Solving Problems	18
Rescuing Lost Orcas	19
Teleporting	20
Pulsars	22
Morphing	23
Ecco's Notebook	24
Clues from the Deep	24
Passwords	26
<i>Ecco: The Tides of Time Credits</i>	28

For game play help, call
1-415-591-PLAY



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 plunges to the bottom of the shallow lagoon. He is unaware of a new danger that lurks in the seabed — one he 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 warm 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 living beings!



Setting Up



1. Set up the Sega Genesis as described in its instruction manual. Make sure the power is OFF.
2. Plug a Sega controller into control port 1.
3. Fit the game cartridge into the cartridge slot and press it down **firmly**.



Always turn the power OFF before inserting or removing the cartridge.

4. Turn the power ON. In a moment, the Sega logo appears, followed by the Title screen.



If you don't see the Sega screen, turn the power OFF. Check your Genesis setup, make sure the cartridge is firmly positioned in the console, and then turn the power ON.

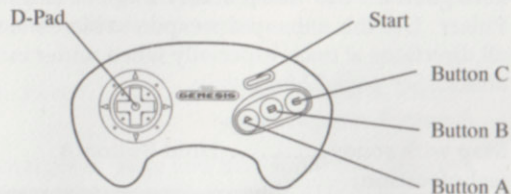
5. At the Title screen, press **Start** to go to the submerged cavern where Ecco will start his quest.

— 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.



Play Controls



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

Hold the **D-Pad** 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 pages 13-15 for details.

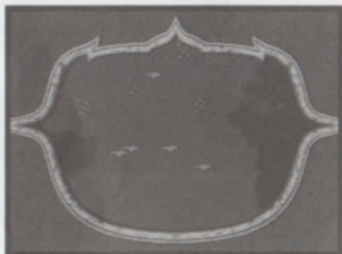


- **Use 360° sonar blast** Tap Button A twice

Ecco gains the 360° 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 22 for details.

- **Map with songs** Hold Button A (echolocation)

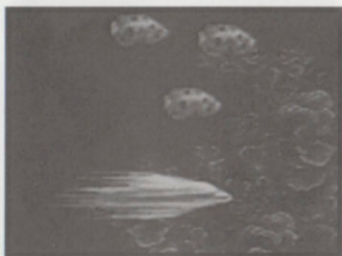
Ecco's song ripples out and returns, displaying a map of important undersea features. See pages 14-15 for details.



- **Exit Ecco's map** Press any button

- **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 out of the water

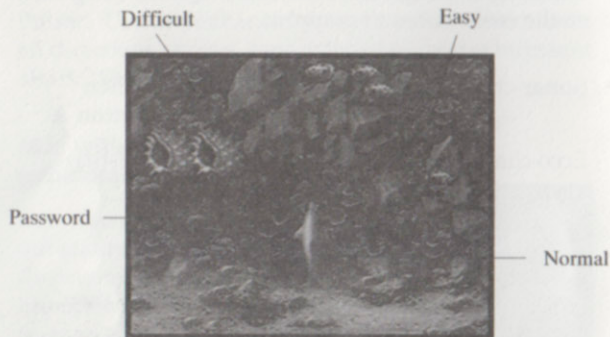
The faster Ecco is swimming, the more spectacular the flip will be.



- **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 9.)

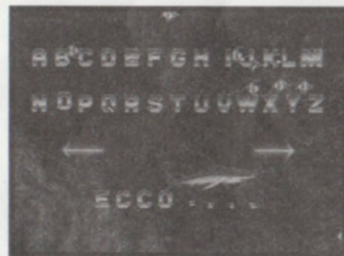
Using Passwords

Every ocean level has a name and a password. You'll see these on the text screen that appears when you start the level. Record this information in Ecco's Password Notebook on pages 26-27.

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.



Staying Healthy



Health
Meter

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.

To restore Ecco's health:

- Charge schools of fish for food. Each fish Ecco swallows restores two units of health in the meter.

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.

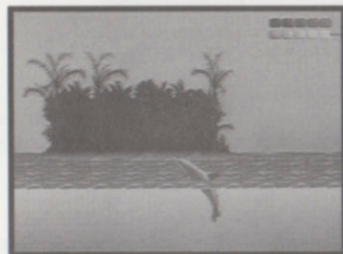
Keep Ecco healthy, or you'll soon be overcome by lurking or attacking foes.

Some levels have a Milestone Glyph, which lets you resume play in mid-level after running out of health. See page 17.

When the game is paused, Ecco's health (and air) meter becomes a vertical bar.



Breathing



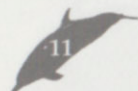
Air
Meter

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 nose above water to gradually recover air. This method takes longer to fill Ecco's air meter. While he's resting, he's an easy target for enemies, so stay aware of Ecco's surroundings.
- 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 pages 14-15 for help on finding submerged air pockets.)

Please go on to page 12.



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 17.

Ecco's air meter isn't needed during the teleportation stages. He can remain underwater indefinitely without needing air. See pages 20-21.

When the game is paused, Ecco's air (and health) meter becomes a vertical bar.

Singing (Using Sonar)



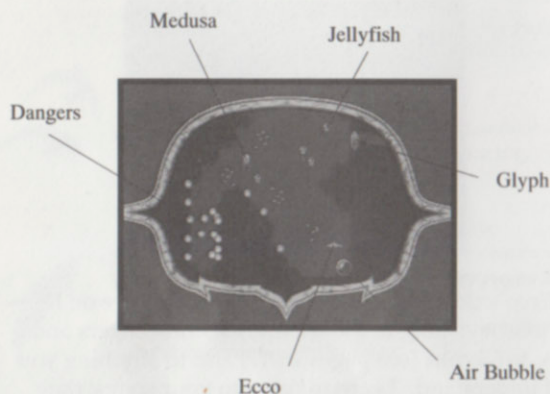
Use Ecco's dolphin songs to survive and thrive on his long journey. Sing to the sea life, to other singers and shells, to Glyphs (see pages 16-17) and to anything you don't understand. Learn to listen to your songs; they have many different meanings.

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 always be ready to either 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.
- Prowling sharks, cruising jellyfish, floating shells and other enemies are easily identified.
- Dangerous objects such as spiky shells appear as orange circles.
- Large transparent bubbles indicate submerged air pockets.

- Clusters of small colored dots are nourishing schools of fish.
- Glyphs are shown as large crystals. See pages 16-17 for information on the types of Glyphs Ecco may encounter.
- Teleport rings appear as circles with yellow arrows at the bottom. See pages 20-21 for information on teleporting.
- Pulsars are shown as curves spreading from a central point. See page 22 for information.
- Metaspheres appear as glowing, solid circles. See page 23 for information.
- 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 Glyphs** must be joined with others of their kind in order to release their powers.
- **Barrier Glyphs** push Ecco away. See if you can 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.

- **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 his songs. Try not to miss any of them; 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.

Don't despair — a solution is always at hand, and you can find it!

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 Orca has lost her young children! Ecco must find them and guide them back to their mother'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.

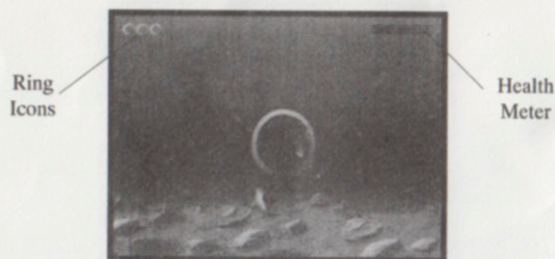
When he sings to Ecco and begins swimming along, he's ready to follow. Now Ecco can lead him safely back to his family.



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.

Teleporting



The waters abound with teleport rings made only for Ecco by the farsighted Atlanteans. Ecco can speed through the rings to cover vast distances in a few moments.

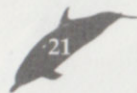
Teleport rings swiftly transport Ecco to distant lands and seas.

- 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.
- 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 Ecco succeeds with enough teleport rings, he reaches the next level. 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.



Pulsars



Pulsar

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 the level over.



Morphing



Metaspere

Charge metaspheres to transform Ecco into other lifeforms 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 metaspere 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."



Ecco's Notebook

Clues from the Deep

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

1. The Asterite gave you the power to defeat the Vortex and save us all.



Clues from the Deep *(continued)*



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.

LEVEL NAMES	PASSWORDS
1. Crystal Springs	U E P M C V E B
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LEVEL NAMES

PASSWORDS

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Ecco: The Tides of Time Credits

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<i>Director:</i>	Laszlo Szenttornyai
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<i>Game Lead:</i>	Darin Johnston
<i>Assistant Game Lead:</i>	Atom Ellis
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<i>Special Thanks:</i>	Clint Dyer, Atom Ellis Darin Johnston, Nemer Velasquez

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge 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 cartridge or component part, 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 warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

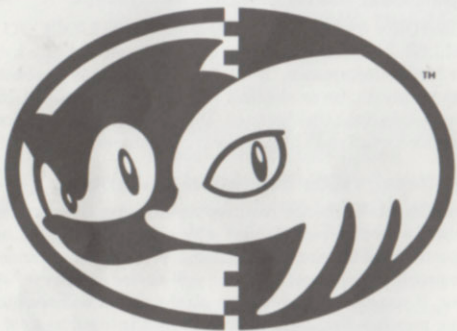
Repairs after Expiration of Warranty

If your Sega Genesis Cartridge 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 cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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SONIC & KNUCKLES™



**JOINING FORCES
ON SEGA™ GENESIS™**

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