



NECCO THE  
DOLPHIN™

SEGA™  
Master System

## EPILEPSY WARNING

PLEASE READ BEFORE  
USING YOUR SEGA  
VIDEO GAME SYSTEM OR  
ALLOWING YOUR  
CHILDREN TO USE THE  
SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

### *Prior to use*

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

### *During use*

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences 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 doctor.

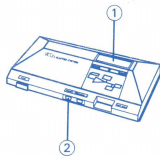
## STARTING UP

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

**Note:** This game is for one player only.

- ① Master Cartridge
- ② Control Pad 1



## 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. But the broad sky held a hidden terror.

One day it attacked, without warning — a huge gust of swirling air and water. It tore all life, large and small, from Ecco's Home Bay. Even the tiny fish, twisting in fright, were pulled into the high nothingness beyond. In the flash of one leap, Ecco's safe home had become strange and silent. Only Ecco remained.

Now, deadly hazards fill the wide oceans, but Ecco must find the lost dolphin pod. From the rip tides of the southern gulfs to the frozen chill of the northern seas, Ecco must search through sunken worlds where razor teeth and poison stingers lurk. Only by fighting to survive can Ecco rescue the lost singers of the sea, and end a disaster that threatens the entire world!

## BUTTON CONTROLS

### ① D-Button

- Makes Ecco swim. Tap lightly to swim slowly; hold down for cruising speed. (Press Button 2 to speed up.)

### ② Button 1 (Sonar)

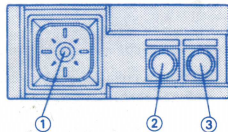
- Makes Ecco sing. The song ripples out in the direction he is facing.
- Echoes back information. Hold down the button until Ecco's song returns. Then his Sonar Map will appear, showing important undersea features.
- Exits the Sonar Map.
- Reads through a series of text screens.

### ③ Button 2 (Speed Swim)

- Pumps up Ecco's swimming speed. Press the button rapidly to increase speed.
- Makes Ecco flip. Use the D-Button to make Ecco swim toward the surface. Press Button 2 rapidly to increase speed and make Ecco jump spin into the air. The faster Ecco is going, the more spectacular the jump spin will be.
- Reads through a series of text screens.

### Button 1 + Button 2 (Charge)

- Makes Ecco charge forward in a short-range, high-speed attack.



## ING HEALTHY

- ① Health Meter
- ② Shelled Ones

Many things in the sea can hurt you, so keep an eye on your health bar. If your health runs out, you'll have to start the level over.

### To stay healthy:

- Charge into a school of small fish for food.
- Find healing clams, called the Shelled Ones, on the ocean floor. Figure out how to get their energizing gift.
- Keep yourself healthy, or you'll soon be overcome by the next lurking or attacking foe.



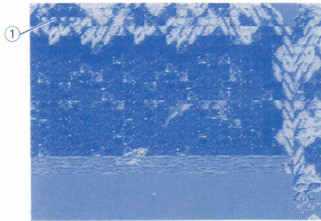
## BREATHING

- ① Breath Meter

You need to breathe to stay alive. If you don't, your breath will ebb away. Check your breath meter often. If you run out of air, you must start the level over.

### You can breathe in these ways:

- Leap into the air. You'll regain full breath immediately.
- Push your head above water, especially in tight submerged pockets where you can't jump. Try to regain full breath, but be aware of dangers that may force you to move on.
- Open the Shelled Ones to release their healing power. You'll regain full breath immediately.
- Keep your lungs filled with life-giving breath. Never take a chance on getting caught without an air supply.

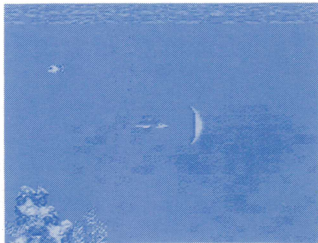


## SINGING

Singing is an important way to explore the watery worlds. Sing to sea life, other singers, Shelled Ones, Glyphs and to anything you don't understand. Don't be afraid to experiment; songs can do surprising things.

### With songs, you can do these things:

- Call to other singers, who will respond with songs of their own. You may get clues, pleas for help or important information.
- Ward off deadly Hungry Ones and other enemies if you've learned the right songs.
- Get new songs, information and special powers that are scattered throughout the seas.

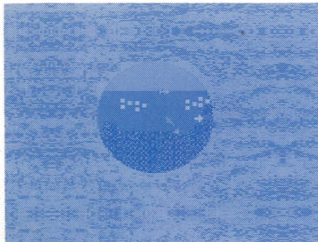


## MAPPING WITH SONGS

Songs that echo back to you bring long-range information. When you hold down Button 1, your song reverberates through the currents and caverns, returning to you with a map of your surroundings. Press Button 1 again to exit the Sonar Map and return to your quest.

### The Sonar Map shows you:

- Your position.
- Passages through the rocky walls.
- Prowling enemies, shell barriers and other dangers (red objects).
- Glyphs and other interesting items (white objects).
- Air pockets (light blue areas).
- Healing clams (yellow circles).
- Barriers and moveable rocks (yellow blocks).

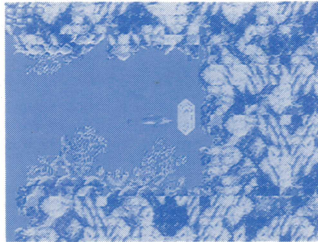


## GLYPHS

Glyphs are mysterious crystals scattered in the ocean depths. Figure out how to gain their powers and knowledge by singing to them or by touching them.

### Watch for Glyphs wherever you go:

- Some Glyphs give you messages.
- Others impart new songs you'll need to continue the journey.
- Yellow Door Glyphs push you away until you discover how to move them.
- Gold Key Glyphs unlock the passage to the next level.
- White Information Glyphs help you solve the mysteries of the sea.



## RESCUING LOST DOLPHINS

Two young dolphins are lost in the craggy depths. You must find them and guide them back to safe waters, one at a time.

When you locate a lost dolphin, first sing to him, then slowly glide a little ahead and slightly above him. Try to swim in the direction he's going. When he begins mimicking your movements, he's ready to follow. Now you can lead him back to his mother.



## USING PASSWORDS

A password appears at the start of almost every level. Write down the password and the level name on page 32.

To start the game from a specific level, go to the submerged cavern at the beginning of the game and move Ecco to the left. The Password screen will appear.

### To enter a password:

- ① Use the D-Button to highlight a letter.
- ② Press Button 2 to add that letter to the password.
- ③ Press Button 1 when the password is complete.

### To edit a password:

- ① Use the D-Button to highlight the left or right arrow.
- ② Press Button 2 to highlight a letter in the password.
- ③ Use the D-Button to select another letter from the grid.
- ④ Press Button 2 to add that letter to the password at the highlighted position.

**Note:** To exit the Password screen without entering a password, highlight "End" and press Button 1.

## HANDLING THIS CARTRIDGE

This cartridge is intended exclusively for the Sega System.

### FOR PROPER USAGE

- ① Do not immerse in water!
  - ② Do not bend!
  - ③ Do not subject to any violent impact!
  - ④ Do not expose to direct sunlight!
  - ⑤ Do not damage or disfigure!
  - ⑥ Do not place near any high temperature source!
  - ⑦ Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
  - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
  - After use, put it in its case.
  - Be sure to take an occasional recess during extended play.

**WARNING:** For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



## Passwords

### Level Names

### Passwords

1. Medusa Bay

Y K B M U

MIBUW  
QCBNV

2. ~~Q~~WEST

3.

4.

5.

6. DE

7.

8.

9.

QWUITH

# SEGA

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