

Ecco the Dolphin: Defender of the Future FAQ/Walkthrough

by Strangevision

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Ecco the Dolphin: Defender of the Future (DC)

Full FAQ/Walkthrough

v1.0

written by the highly esteemed: Strangevision

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Introduction

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Welcome to my detailed, spoiler-free, printer friendly, walkthrough for

the Dreamcast installment of the Ecco series. Ecco the Dolphin: Defender of the Future is probably the hardest game I have ever played (a tie with Tomb Raider III) but no doubt the most enjoyable game I have played in years. It has great graphics as well as great gameplay showing off the Dreamcast's power. The story is a bit weak but you won't care.

Newbies to the game will want to check out my Aquamarine Bay guide below. I will inform you of the basic and advanced moves, sonar, and vitalits. Explanations for gifts and songs will be given when they are collected. If you have any questions refer to the Closing section (III) and send them to me.

Also it should be known I have not collected all vitalits (has anyone?) but I will mention where to get some along the way. There really isn't a point to collecting them all.

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Walkthrough

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(a.) Aquamarine Bay

From the beginning you must learn a few basic moves from your dolphin pals. Here they are.....(with a few added extras from me)

- Sonar (X button)
- Swimming (Press A button. Press repeatedly (hold) to build momentum.)
- Charge (B button)
- Swim Backwards (Hold Y and press back on the analog stick)
- 180 Turn (Hold Y and press left/right on the analog stick)
- Eat Fish (Charge (B) into a school of fish)
- Map (Press and Hold X)

You may also want to learn a few advanced moves too....

- Super Roll (Press Y + Analog stick up)
- Tailwalk (Press A repeatedly while on the surface of the water)
- Clear Pause Screen (Press X+Y while paused)
- Look Around (Press L,R, or L+R during gameplay)

OK your set. Now here is the walkthrough. Go to where the dolphins are gathering and play Fetch the Fish. Charge into the group of fish with the same color as instructed and bring it back to the coach. The first one back wins. Play this a few times and win your first vitalit. Vitalits permanently increase your max energy bar slightly. They are usually hidden so keep your eyes peeled. Now that you have beaten Fetch the Fish swim around this small area until you stumble upon a Mother Whale and her child. Speak to them both using your sonar and head back towards your instructor. Before you reach him you will witness a cutscene. The baby whale is now trapped. Speak to the mother whale and he will tell she does not know of its whereabouts. Swim left until you see a pile of rocks blocking a small cave. Use your sonar and you will find out this is where the baby whale is trapped. Swim back and find your dolphin friends that you challenged to Fetch the Fish and they agree to help you save the whale. Lead them to the place. Now that the mother is in your debt speak to her and she will help you by blocking the waterfall currents so you can escape to the next level.

For vitalit locations in this level consult your instruction manual.

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(b.) Perils of the Coral Reef

Being your first real level, you may find yourself overwhelmed with the steep difficulty level. Get used to it. From the beginning speak to the guardian crystal (using sonar) and then speak to the dolphins in this circular area. They will ask you to race them but you must first catch a red fish. Catch one red fish from the surrounding area and swim in between the columns as they instructed. Beat them in the race (Press B) and you will win yourself a vitalit. Head out into the next area.

From here you can go 2 directions. Down the right path is a dolphin with nonessential information. He tells you about the cave in this area that is blocked off by strong currents. When you check it out you will find he is absolutely right! Like I said this path is not important for now.

The left path takes you to an area with another dolphin (did I mention the sharks in this area. Don't bother with killing them!). Speak with him and he will tell you about his brother who is missing. You can learn the Song of Shark if you find him so let's be on our way. Go to the surface of the water and do a tail walk (press A rapidly while on the surface). Look around until you spot a low wall that you can jump across.

(checkpoint) This area is littered with sharks. Also in this area is the young dolphin we were trying to find. Speak to him and he will ask you to help him rescue his pet turtle from the sharks. You must kill every shark (B button) refilling lost health when needed. After doing so the young dolphin will teach you the Song of Turtle. Go back and speak to his older brother who will teach you the Song of Shark.

- Song of Turtle (Turtles will now follow you.)
- Song of Shark (Sharks will be now be confused.)

To use songs aim at the nearest creature and use your sonar. Easy huh?

Now continue past where you saved the turtle and head passage (dodging the jellyfish) until you reach an open area with 2 sharks and a dark tunnel. Forget both of these and head through the left passage in this room that takes you a large area with a hint crystal and 2 dolphins. Read the hint and speak to the dolphins. This area has many passages. The two caves in this area lead to nothing important so head back to the area with two sharks and the cave. Dash through the cave (make sure you are at full health) and hopefully the fish won't kill you. This will take you to the Great White shark.

(checkpoint) Don't worry this thing won't hurt you until you provoke it with the Song of Shark. First though you must know what to do....

- Use the Song of Shark.
- Provoke the shark into chasing you through the corals.
- Once he gets himself stuck you will obtain the Power of Vigor.

This will probably take you a while so be patient. With the power of Vigor you can exit the level.

Go back to the area with the 2 dolphins and crystal. Swim over the low wall in this area (it will be to your right from the entry point) and swim past the sharks. Collect the power of Vigor and swim into the exit.

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(c.) Trial without Error

This level is shorter than the last and shouldn't take you more than 15 minutes to complete. Kill all the sharks in this large area and speak to the mother dolphin. She says she has lost her 3 children and she wants you to find them. I will help you rescue one. The one that actually is required to beat the level.

Enter the cave with several hammerhead sharks. Kill *all* of them and save the dolphin in the small area past them. He will swim out to the large central area and stay by some rocks. Speak to him now and he will reveal a few clues. Collect the power of Vigor by the reef and use it to push over the rock by the dolphin. This will reveal a new area.

In this dark chasm lives the Giant Octopus who just hates visitors. There is a vitalit in this area so look closely. Talk to your dolphin friend a few times and he will tell you how to get to the next level. When he is captured by the Octopus, you swim past it and exit.

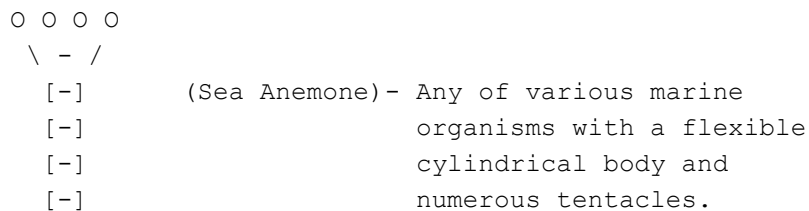
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(d.) Four Ways of Mystery

This level is much harder than the previous ones. It is actually harder than the next 5 levels if you want the truth. Swim to the middle of the large cavern and speak with the crystal. Also gather a new ability: The Power of Air.

There are a few things to be aware of in this level. Danger lurks in every corner....

- Air is very limited. You can use the Power of Air crystals.
- Air can also be collected from underground wells.
- Watch out for the large Moray Eel. You cannot get past him yet.
- The jellyfish are now poisonous.
- Moray Eels cannot be defeated.
- From the entrance there are four paths (Four ways of mystery...)
- Anemones sting. Always dash through them.

Now you are ready to take on this level. The correct path you should take is a cave decorated with coral as well as a nasty moray eel. Swim down this path and collect an Air crystal. Soon you should see this path branch out into three more paths. Take the path that you can see anemones in. They look like this. More or less



Continue down this path and don't veer off of it. You should arrive in a large open area with a dolphin and some manta rays.(checkpoint) Swim to the top to replenish your air and then speak to the dolphin a few times. He will teach you the Song of Ray as long as you bring him a fish. He is indicating a large fish that swims around the central area back at the beginning of the stage. Make your way back and take note of an extremely fast fish swimming around the support columns. Catch it but watch out

for the large moray eel that will surely deliver you a fatal bite.

Once you catch the fish take it back to the dolphin who will teach you the Song of Ray. (checkpoint) The Song of Ray enables you to use sonar on a manta ray and make it swim in a desired direction. The direction it swims depends on what angle you ping the manta with your sonar. Now it is time to exit this level.

The brown spotted manta must be lead to the large open area at the beginning (yikes!) and lead under the giant moray eel. Then you must swim under the manta and head out of this stage. The moray won't even see you. Of course, this is easier said than done. The manta will try constantly try to swim back to where it came from. Therefore you need a lot of air and patience. Assault the manta with several pings of sonar and you should be all right. Fin.

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(e.) *Bonus* Passage from Genesis

You will actually start in the level entitled Up and Down. You won't be in here for long. On the other side of the large central structure you will see a small boulder (it is grey and blends in with the sea floor). Swim into it and roll it down the tunnel with the strong current. You must swim behind it while it blocks the current.

Now follow the crystals vague instructions and enter a secret level: Passage from Genesis.

The main objective of this level is to collect hidden vitalits. The level itself looks very cool and I have heard it resembles past Ecco games. It is entirely 2-D but is one of my favorite levels. Anyway take note that you need to use the Power of Sonar to access hidden vitalits. Also take note of the following things:

- Exit the level from where you entered.
- Stay away from the walls. You will probably be stung by anemones.
- There are no enemies. Enjoy it while it lasts.
- There is a low wall to jump over to access a Power of Sonar crystal.

Once you are done clearing this level, return to Up and Down.

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(f.) *Bonus* Pathways from Nowhere

Once again you are actually in the level entitled Up and Down. Use the Power of Sonar to destroy the large red structure in the main room. This will open a new path in the ceiling. Before you go collect the Power of Air and Power of Endurance crystals.

The tunnel is extremely dangerous. Dash through the tunnel and continually press the B button. When you enter the tunnel you will immediately be poisoned. Collect at least one Power of Endurance crystal while dashing and your poison will cease to pester you. Exit the tunnel with ease.

(checkpoint) Finally, some sunlight. In this small area speak with the crystal. It will inform you of a puzzle. Before falling down with the waterfall area below, collect hidden pink crystals in this area. Two are above the water by the ring and the others are hidden amongst the coral. Take five to the ring and you will get a cut-scene. Follow the path

shown by jumping over a low wall to access the bonus level.

Believe it or not there is a way to make it back up the water fall if you accidentally get caught in the current. Simply jump out of the water into the middle of the waterfall to access a hidden area. This area has a tunnel similar to the one you went in earlier. It will take you back to the top.

Whew! Now I can actually tell you about the level. Pathways from Nowhere is very similar to the previous bonus level except much harder. The first part of the level you must collect pink crystals and take them to a ring. They are hidden amongst the maze. One is hidden in a stone you must break with the Power of Sonar.

After collecting enough crystals a new path will open. A maze. Collect several vitalits and exit back where you entered and go down the waterfall. No wonder the level is called Up and Down!

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(g.) Up and Down

Most of this level has been explained above so you do not have much more to do. Use the Song of Turtle on the nearby turtle (really!) and position it over the large manta ray on the sea floor. Hit it so that it will fall and the manta will move revealing the Power of Stealth. This will enable you to move without being seen. It will also help you move past a mirror in this level.

Collect the Power of Stealth crystal from this area and speak to the crystal nearby. Now stealthily move through the nearby mirror to access the next area.

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(h.) Roaring Forces

This level is simple and straightforward and shouldn't call for much explanation. Grab the Power of Stealth crystal from the shark-infested waters and swim into the nearby cave. And be prepared to swim ahead. Fast.

A giant moray eel similar to the one found in level four will chase you down a series of winding tunnels. It will try to zap you with an electrical current so swim in a zig-zag pattern. The path will branch several times but they all lead to the same destination. Be careful.

When the chase ends you will be in a room with several buttons. Use the dolphin picture as a clue to which ones to press and proceed through the opening in the ceiling. You are now in a large chamber. Swim to the center of the room and you will sparkle with an unknown power. Now catch the single fish in this room. You will now transform. As the fish swim through the rope covered exit.

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(i.) Atlantis Lost

This level is fairly complex. Much like the level Pathways from Nowhere, this level relies on your ability to find hidden crystals scattered all around. When you find them you must return them to the huge guardian crystal in the centre of the area. Here are the crystal locations:

- From the beginning hug the left wall. Continue until you reach an area full of blue jellyfish. Swim past them and gather the crystal from behind a rock.
- The second crystal is in a large chasm. Push the boulder down the path with the strong current. Collect the crystal you find.
- The third crystal is accessible by jumping over a sandbar. Tailwalk to see where.
- The fourth is inside a door blocked by rocks. Grab the Power of Sonar nearby and grab it from inside.

After collecting these crystals jump out of the water, through the purple rings that appeared. This will open the different temples. Swim inside each temple and use your sonar on the hologram projections if you find any. These will activate the main jump rings in the large chasm area allowing access to the fifth crystal.

To get the fifth crystal you must swim (not dash) through the jump rings and break through the surface of the water. You will be high in the air. The object is to jump over the main temple and snag the crystal on the top. This will take practice obviously.

Now take this crystal to the guardian to end the level. Plus you get two movies and a new set of levels.

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Closing

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More of this FAQ will come as soon as possible. I hope you like it so far. If you have any questions, comments, etc. do not hesitate to e-mail me at strangevision@hotmail.com. Please put general information in the subject box such as "Ecco Help". Thanks again!

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Credits

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- www.gamefaqs.com for hosting my FAQ
- ign.com for helping me through the game
- Appaloosa for making a wonderful game

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