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SEGA

Dreamcast



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## THE DOLPHIN™

### DEFENDER OF THE FUTURE



EVERYONE  
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51000

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## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

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.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Ecco the Dolphin. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Ecco the Dolphin.

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## THE DOLPHIN

### DEFENDER OF THE FUTURE



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Ecco the Dolphin is a memory card compatible game (Visual Memory Unit (VMU) is a separate fee). In order to save game files, the VMU is required and may slow down loading of levels of free space available.

Saving and loading times will vary by memory card speeds and condition. Make sure to insert the memory card into Expansion Slot 1. File the Dreamcast Controller is connected to Control Port A. Do not remove the memory card while the game is running.

## 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 to 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.

## STARTING UP

### Title Screen

Once the Title Screen appears, press the Start Button and the SELECT VMU SCREEN will appear.

Select the VMU you wish to use to save your game(s).

### Save Files

Ecco the Dolphin is a memory card compatible game [Visual Memory Unit sold separately]. You must have at least 8 blocks of space to save.

After selecting a VMU with the appropriate space, you will be taken to the SELECT A GAME screen. Here you can select a new game by inputting your initials. Once you've entered your initials and selected [END], you will be taken to the MAIN MENU.

### Main Menu

#### START GAME\*

Start the game

#### LOAD GAME

Allows you to select a level that you've already accessed.

#### OPTIONS

Change controller setting, language, or audio parameters.

#### VMU MENU

Select VMU and Ecco file or delete an existing Ecco file.

\*If a file is selected, or once a game has been started, CONTINUE GAME will appear instead of START GAME. CONTINUE GAME allows you to start at the level that you last left off at.

If none of the controllers plugged in has a VMU, a warning message Uwill alert you. If you do not plug a VMU into the controller, you will still be able to play, but your progress will not be saved.

The VMU MENU allows you to come back to this option and thus indicate at any moment on which VMU the game in progress should be saved.



## THE GAME SCREEN

This is what you'll see when playing *Ecco the Dolphin*. In the upper left corner of the screen are two bars. The top bar represents Ecco's health; the one below represents Ecco's air supply.

### Health

When Ecco is attacked or touches a harmful object, Ecco loses some of his health.

To replenish your health, you can charge into a school of fish to have a yummy feast. But beware, not all fish are edible and some may cause undesired effects. Be observant and remember what you learned from your experiences. Knowing your food well could be vital information in perilous situations.

Besides losing health to enemy creatures and harmful objects, if Ecco is on land for an extended amount of time, Ecco will gradually lose health.



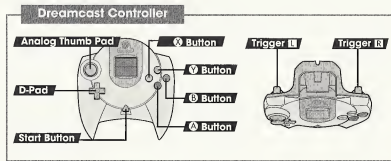
### Air

Ecco is a dolphin, and, like all mammals, he needs air to breathe. To get air you can rise above the water surface. If you can't find a water surface nearby, look for alternative sources of air. Some sources are plainly visible but some are hidden and not so obvious. Observe your surroundings and remember to keep track of your Air meter.

When your Air meter is at half, 1/4 and 1/8 levels left, Ecco will make a squeak noise as a warning to the player. If Ecco has no air, Ecco starts to lose health.

## CONTROLS

Connect the Dreamcast Controllers to Control Port A.



To return to the Title Screen at any point during the game, simultaneously press and hold the **A**, **B**, **X**, **Y** and the Start Buttons.

Do not touch the Analog Thumb Pad, or the Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

## CONTROLS

The configuration displayed is the default configuration. In the Options menu, you can choose between two types of controller configurations.

### BASIC SWIMMING CONTROL

Behavior	Analog Thumb Pad and Buttons
Dive	UP
Climb	DOWN
Turn Left	LEFT
Turn Right	RIGHT
Look Left (camera)	Trigger L
Look Right (camera)	Trigger R
Accelerate	A
Charge	B
Use Sonar	X
Special Maneuver Button	Y

Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may interrupt the controller initialization process and result in malfunction.

## CONTROLS

### SPECIAL MANEUVERS

Behavior	Analog Thumb Pad and Buttons
Super Roll	Y + UP (While Ecco is in motion)
Slow Down/Reverse	Y + DOWN
180 degree turn left	Y + LEFT
180 degree turn right	Y + RIGHT
Roll Left	Y + Trigger L
Roll Right	Y + Trigger R

### ACROBATIC CONTROLS OUT OF WATER

Behavior	Analog Thumb Pad and Buttons
Roll Forward	UP
Roll Backward	DOWN
Spin Left	LEFT
Spin Right	RIGHT
Roll Left	Trigger L
Roll Right	Trigger R
Slower Rotation	A
Faster Rotation	B
Chirp and Smile	X
Stop Rotation	Y

## Maneuvering

### *Accelerating and Swimming* - Press or Hold the A Button

Pressing the A Button quickly and repeatedly makes Ecco accelerate. Each time you press Button A, Ecco will swim faster. To maintain your current speed you can hold down the A Button and Ecco will swim at a steady pace. To slow down, release the A Button and let Ecco drift to a slower speed. Pressing and holding the A Button again will make Ecco swim at his current speed.

### *Slowing down and Swimming in Reverse* - Special (Y) + Analog DOWN

To make Ecco slow down, press the Special (Y) Button and DOWN on the Analog Thumb Pad simultaneously. Ecco will use his tail fin and flippers to slow down. To swim backwards, keep pressing or holding the Special (Y) Button and the DOWN on the Analog Thumb Pad.

### *180 Degree turn* - Special (Y) + Analog LEFT / RIGHT

Turning Left or Right while holding the Special (Y) Button will make Ecco do a 180 degree turn. This is a very handy and quick maneuver during a shark fight or simply to home in on a school of fish again and again.

### *Super Roll* - Special (Y) + Analog UP

Pressing the Special (Y) Button and UP on the Analog Thumb Pad will make Ecco do a corkscrew like evasive maneuver. If mastered well, this trick can save Ecco from deadly head on collisions with oncoming enemies.

### *Charging* - B Button

Charging is done by pressing the B Button. When Ecco charges, he accelerates beyond his top swimming speed for a short period of time. The extra speed is useful for escaping enemies, swimming against currents or simply jumping higher up in the air.

Charging can also be used as a weapon.

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 his 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 to let the homing work properly. Interfering with the homing by steering the dolphin only lessens the chance of a successful hit. The automatic homing depends on timing and distance as well.



## The Sonar

Ecco's sonar can be used in many different ways. The main function of the sonar is communication. The sonar can be activated with the X Button. Ecco does use up a little air for each sonar pulse that he sends. If the sonar does not seem to be working as you expect, try backing off and giving Ecco a little more or less distance to what/who you wish Ecco to interact with, or try a different angle.



### *Talking with the Sonar* - Press the X Button

Using his sonar, Ecco can communicate with whales, dolphins, as well as other intelligent beings. To talk to other mammals, target them with your sonar and press the X Button.



### *Interacting with other creatures* - Press the X 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 effect the behavior of these creatures, he can challenge a shark, he can herd turtles together or cause a school of fish to disperse. We encourage you to explore and experiment with the sonar's effect on various animals since these abilities will become very useful in many different gameplay situations.

### *Special Sonar abilities* - Press the X Button

As the game progresses, Ecco will learn special abilities, which will alter and enhance the functionality of his sonar. He will learn to use his sonar as a defensive as well as an offensive weapon. He also learns new ways of interacting with various sea creatures. These special abilities will allow Ecco 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 acquired an ability to control a certain creature, sonaring that particular animal will automatically affect its behavior in the desired way.

### *Sonar as a Tractor Beam* - Double Press and Hold the X Button

Later in the game, when Ecco acquires the Labor Harness he will be able to hold onto certain objects with the use of the Harness sonar-tractor beam. To activate the tractor beam, double-press and hold down the "Sonar" X Button.

### *Sonar Map* - Press and Hold down the X Button

Ecco can use his sonar to draw a Sonar Map of his surroundings. The Sonar Map can be activated by pressing down the X Button, and holding it down until the map appears. The map will automatically disappear after a short time, but you can turn it off manually at any time by pressing and holding the "Sonar" X Button again.



When the Sonar appears, you will see Ecco as the dark blue flashing dolphin icon on the sonar map.

Note: A few particular areas interfere with the sonar and Ecco cannot activate a Sonar Map.

## The Camera

There are several camera types available during the game. Use the Directional Pad.

### *Trailer Camera* - Tap the Directional Pad

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* - Tap the Directional Pad

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* - Press and hold the Directional Pad

This camera hovers above the water surface. It stays above dolphin at all times and looks at Ecco. This camera provides the best views when doing acrobatic jumps above the water.

*Sides/Backward Camera* - Hold Trigger L (Left) or Trigger R (Right) or both simultaneously (Backward) 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.

### *Switching between Cameras*

To switch between the three camera modes, use the Directional Pad in any direction. A "click" sound effect will play when switching through the Trailer, Remote, and Above Water Camera view.

Camera Types	Input
Switch between Trailer and Remote Cameras	Directional Pad Short Press in any Direction
Look Left	Trigger L
Look Right	Trigger R
Look Backwards	Trigger L and Trigger R Together
Switch Above Water Camera ON/OFF	Directional Pad Long Press in any Direction



## Pausing the game

You may pause the game at any time (except during "letterboxed" cut scenes) by pressing the START Button. This will open a menu from which you may resume playing; view your "inventory" of songs and gifts; check the status of the number of Vitalit Crystals you have found; or exit the game. If you select "EXIT", the game will go back to the title screen. You can also remove the menu by pressing the X and Y Buttons simultaneously; pressing them again will return the menu. If you do press the X and Y Buttons simultaneously, to remove the menu, you will need to press them again in order to display the menu and get back to the game.



## OPTIONS

The Option screen allows you to set different parameters

- *Language:* You can select English, German, French, or Spanish
- *Controller:* You can choose one of two controller configurations, Type A, or Type B.
- *Audio:* You can adjust the music volume, switch between stereo and mono, or listen to the sound effects and music.
- *Jump Pack:* Enable or Disable Jump Pack (sold separately).



## THE SAVE SYSTEM

When a VMU is connected, you will see it on the screen and the one that has been selected is animated. You now have 3 choices:

- The VMU is available and has enough room for the back ups. You can therefore start saving Ecco the Dolphin on this VMU.
- The VMU does not have enough room on it. In this case, the VMU will appear crossed out on screen and you will be unable to save any part of the game onto it.
- The VMU already has valid save files of Ecco the Dolphin on it. You can load a game from the VMU, save a new file or even save a file over a previous saved game or delete a file.

### During a Game

When a level is completed, the game is saved automatically. NEVER turn off, remove the VMU or disconnect the Controller when the game is loading a level. You will know a level is loading when you see the level name being displayed; a bar appears below the level name, showing the progress of the loading process.

### (IMPORTANT!)

When Ecco loses a life, the Continue Screen will appear with a 9-second countdown. If you press the START Button during the countdown, you will start out the level with objectives that you have finished still completed, and you will be put in a location that is relatively close to your current/next task. However, if you let the counter tick down and select to continue the game from the main menu, you will restart the level with none of the level objectives completed (songs, gifts, and vitalits will be saved however), and you will need to redo them. So be careful!

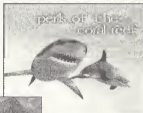


## ENEMIES

The undersea world of Earth is filled with many natural dangers. You will need steady nerves and an iron will to overcome the denizens of the deep. Most enemies attack Ecco only out of instinct, but they should be avoided or overcome nonetheless. Following is a list of the most common enemies Ecco will encounter.

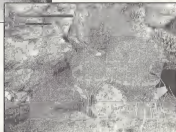
### Sharks

There are two types of common sharks in the beginning of the game that Ecco must beware of, the gray shark and the hammer-head shark. Both attack by charging at Ecco and biting. If you are careful, it is possible to clear sharks from any area by direct attack. There are other methods for dealing with sharks, of course; attacking isn't the only option!



### Jellyfish

Some jellyfish can hurt Ecco, and even poison him. While Ecco can defeat a jellyfish by charging into them, it's usually better just to avoid them.



### Moray Eels

Moray eels live in narrow openings in caves, and dart out of ambush to attack whatever passes in front of their "homes". They're nearly impossible to thwart or defeat, and should be given a wide berth when you pass by them.



## THE SONGS

As Ecco gains friends, he will be able to learn the ancient songs of the dolphins. These songs use the Sonar (so use the "Sonar" X button to use these songs when you've learned them), and they permit Ecco to 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 wishes the Manta Ray 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

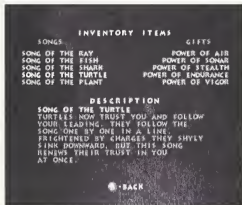
Small schools of fish will surround you and follow. This can be very useful to you as a particular type of fish may provide you with illumination while another may provide you with "protection" when you swim with them. Just know that all fish move slowly, so don't move too fast if you want the school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

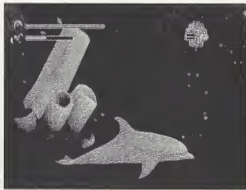
With the Power of Sonar, Ecco can use his Sonar to attack enemies and can even use it to shatter some rocks and other objects to reveal hidden secrets or passageways.

### 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.



## VITALIT CRYSTALS

These crystals add to Ecco's overall health through the course of the game. They incrementally increase the length of Ecco's health bar. The number of Vitalit Crystals varies on each level; you can check the status of your collection on the current level by pressing the START Button. If you wish to see how many crystals you have collected over the course of the game, highlight the menu item "VITALIT" and press the A Button. It is not necessary to collect every Vitalit crystal in the game, but it will make your life much easier as you advance through the more difficult levels.

## GIFT CRYSTALS

These crystals activate the Gifts that Ecco has acquired (see "The Gifts" section, on previous page). Until you have obtained the appropriate gift, Ecco cannot use these crystals. Once the gift is obtained, simply swimming into a gift crystal lets Ecco use the gift.

## INFORMATION SHARDS

These brightly shining crystals are spawned by the Guardian to assist you in your quest. They provide instruction to Ecco, and although the clues they provide may seem vague, they can be invaluable, and will help Ecco on his quest.



## WALKTHROUGH OF AQUAMARINE BAY

### (WARNING! READ ONLY IF STUCK)

Aquamarine Bay is the first level of Ecco the Dolphin, and is designed to provide you with an introduction to the basic elements of the game. This walkthrough will help you achieve this goal quickly.

#### The Instructor

At the beginning of this level, Ecco who is facing north, is greeted by the Instructor, who will challenge him to learn about the basics of maneuvering. Simply perform each maneuver the Instructor calls for; once each maneuver has been performed, ping the Instructor with Ecco's sonar (Button X) and the Instructor will ask for a new maneuver to be performed. Go through this series, and then begin your exploration of Aquamarine Bay. If you have any difficulty with the moves, consult the Control section of this manual.

#### The Undersea Landscape

Aquamarine Bay is enclosed on the north, west, and south; the open ocean is to the east, but it is inaccessible due to extremely strong ocean currents. There are numerous undersea rock-forms: spires, arches, and boulders. The sandy bottom has one unusual feature you should immediately take note of: a long "road" of small pink-gray rocks. This road runs nearly the length of the bay, and can help novices by providing a landmark by which to navigate. There are two spires that jut above the water's surface; both are on the eastern edge of the bay. In the far northwest corner of the bay is an old, sealed entrance to Atlantis. You cannot open it, but it provides another landmark by which to navigate.

#### The Coach

Another of the dolphins in Aquamarine Bay, this blue dolphin with a gold stripe will provide challenges for you, in the form of a game called "Fish Fetch". This entails finding the appropriate type of fish the Coach asks for, then being the first to return to him with it. Winning the Fish Fetch game yields the first Vitalit Crystal (see next page).

## WALKTHROUGH OF AQUAMARINE BAY

(WARNING! READ ONLY IF STUCK)

### The Vitalit Crystals

There are five Vitalit Crystals in Aquamarine Bay. The first is revealed when you win the game of Fish Fetch, as previously described. The second is easy to find; it is located under the archway that is just west of the "road" near the middle of the bay. The third is just above the surface of the water, under some palm trees on the East Side of the northernmost spire. The fourth and fifth Vitalit Crystals are very difficult to acquire; precise aim will help. One of them is on top of the other spire, and one is floating at the surface in the waterfall's rough current. The easiest way to obtain them is to have Ecco hover right below the water surface and charge in the direction of the crystals.

### The Whale and Her Baby

The final task in Aquamarine Bay involves the large mother whale and her baby. Go talk to both of them, using your sonar. Then go back toward the Instructor. As you approach him, the Foe finally breaks through the Guardian's shield, shattering the Guardian and causing an undersea earthquake. Near the rock outcropping the Instructor is swimming around, you will find a messenger crystal from the Guardian. Ping it with your sonar and it will tell you that the Guardian needs your help; but first, you must rescue the baby whale from the danger it is in. Go talk to the mother whale; she will tell you that she can hear her baby's cries, but that it is nowhere in sight. Swim directly west from the mother whale; you will discover some fallen rocks along the Western Wall. Within a cavern formed by these rocks is the baby. Ping it with your sonar, then swim back toward the Coach. Ping one of the player dolphins, and they will agree to help you with the rescue. Swim back to where the baby is trapped, and a cutscene will show you and the other dolphins nosing a rock out of the way. The baby will be freed. Once you talk to the mother whale after freeing her baby, she will block the waterfall with her immense body, and you can exit Aquamarine Bay.



## TIPS

Sonar will not detect everything for you. Some objects and animals are hidden from Sonar, especially those that want to remain hidden, even other dolphins who may want to remain hidden! Still, it's a good idea to use Sonar when starting a level to get your bearings.

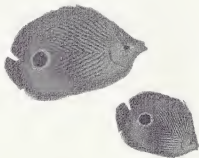
It's always a good idea to find a messenger crystal as soon as possible for clues.

Try to find recognizable "landmarks" to keep track of where you are and where you've been.

Make sure you have plenty of air before exploring unknown areas.

Gifts always serve some purpose. If stuck, look for one of the gift crystals, and it may solve your problems.

If something doesn't seem to work, try approaching it from another angle.



## THE AUTHORS

Ecco the Dolphin, Defender of the Future

**Designed and Developed by**  
Appaloosa Interactive

Created with Game World Builder™, © 2000 Appaloosa Interactive

**Produced by**  
Gergely Csaszar

**Original Story by**  
David Brin

**Game Design by**  
Gergely Csaszar   Keith Higashihara   Maurice Molyneaux  
Csaba Soltesz   Jozsef Szentesi   Kadocsa Tassonyi

**Production Directors**  
Jozsef Szentesi   Csaba Soltesz   Kadocsa Tassonyi   Emil Venyercsan

**Music composed by**  
Tim Follin

**Game World Builder™ by:**  
Istvan Fey   Tamas Kovacs   Imre Kullai

## CREDITS

### Musical & Sound Effects

Attila 'Ata' Heger  
Zsolt Galantai  
Laszlo 'Durer' Molnar  
Tibor 'Bakter' Sallai

### Programmers

Peter Balogh  
Zoltan Molnar  
Mihaly Brudnyak  
Laszlo Feher  
Attila Marton  
Zsolt Prievara  
Szabolcs Martha  
Csaba Vigh  
Zoltan Varga  
Laszlo Dombi  
Balazs Mako  
Ignac Fetser  
Tamas Jutasi  
Laszlo Magyar  
Tibor Szekely  
Gergely Szilvassy  
Gabor Tyukasz  
Attila Szalkai  
Gyongy Borszeki

### Level Designers & Graphic Artists

Balazs 'Active' Faluhelyi  
Zolt Kemenczes  
Peter Uveges  
Tamas Kovats  
Zsolt Udvarhelyi  
Szilard Siroki  
Akos Roth

Attila Ferro  
Zoltan Holl6sy  
Peter Kovacs  
Mihaly Saranszki  
Zoltan Molnar  
Patrice Creusot  
Laszlo Drabant  
Eva Kovacs  
Zoltan Nagy  
Gabor Marko  
Gabor Szasz  
Endre Szamel  
Gabor Dosa  
Andras Tarsoly  
Nandor Orban  
Zsolt Balogh  
Zoltan Pelfoldi  
Maria Tolnai  
Attila Jancsina  
Ferenc Nagypal  
Tamas Papp

### Game Testers

Sandor Mezei  
Zoltan Somorjai  
Laszlo Teszar

## SEGA OF AMERICA CREDITS

### Product Development

*Localization Manager:*  
Osamu Shibamiya  
*Localization Producer:* Jason Kuo  
*Lead Tester:* Gabrielle Brown  
*Assistant Leads:*

Jason Mercer, Tom Fong

*Testers:* Jeff Sideno,  
Quinn Aguirre,  
Todd Slepian,  
Devin Tomcik,  
Steve Peck,  
Alan Hsu,  
Wayne Pan,  
William Kus,  
Chris Meyer,  
Christina Mendez,  
Derek Wong,  
Brian Ivanhoe

### Marketing

*Product Manager:*  
Rob Alvarez  
*Product Marketing Specialist:*  
Dennis Lee  
*Marketing Director:*  
John Golden  
*Public Relations:*  
Heather Hawkins  
Gwen Marker  
*Creative Services:*  
Bob Schonfisch  
Angela Santos

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## NOTES

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