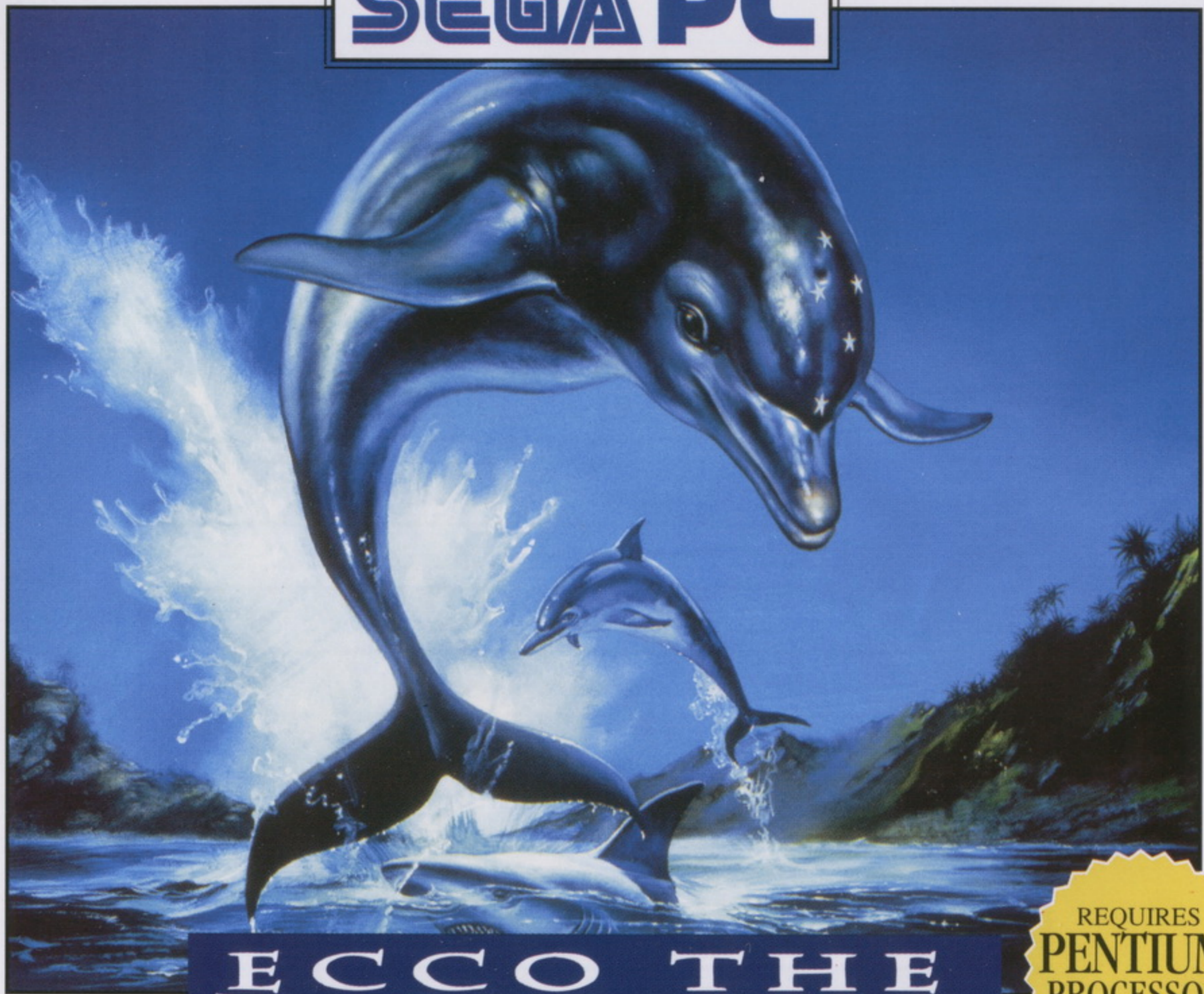


SEGA™ PC



ECCO THE
DOLPHIN™

REQUIRES
PENTIUM®
PROCESSOR
60 Mhz,
8MB MEMORY

WINDOWS 95/
WINDOWS
CD-ROM



SYSTEM REQUIREMENTS

Operating	Windows™ 3.1 or Windows 95
CPU Type & Speed	Pentium™ processor, 60 Mhz
Memory	8 MB
Graphics	SVGA, 256 colours
CD-ROM Speed	2X
Available Hard Drive	10 MB
Audio	16 BIT
Sound Card	Sound Blaster™ 16 or compatible
Other	Keyboard, game pad, joystick or mouse

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed 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 doctor prior to playing.

If you experience any of the following symptoms while playing a PC CD-ROM - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your doctor before resuming play.

GETTING STARTED

Ecco the Dolphin will run under Windows 3.1 or Windows 95. The installation instructions differ slightly, depending on which version of Windows you are using.

WINDOWS 3.1

To play *Ecco the Dolphin* under Windows 3.1, follow these steps:

1. Place the *Ecco the Dolphin* CD in the CD-ROM drive, label side up. Close the tray.
2. From the FILE menu of the Program Manager, select RUN.
3. In the dialog box that appears, type the drive designation for your CD-ROM drive (usually D), followed by a colon (:), followed by the word "setup," as shown: **D: SETUP**.
4. Press Enter or click the OK button. An automatic installation process will begin. *Ecco the Dolphin* will create a new program group called Sega Arcade, and place the *Ecco the Dolphin* program icon in that group. If you have previously installed a Sega PC game on your system, you will already have a Sega Arcade program group. In that case, the installation procedure will simply place the *Ecco the Dolphin* icon in the existing Sega Arcade program group.



5. To start playing, double-click the *Ecco the Dolphin* icon. In a few minutes, the *Ecco the Dolphin* startup screen will appear. See "Using Menus".

WINDOWS 95

To play *Ecco the Dolphin* under Windows 95, follow these steps:

1. Place the *Ecco the Dolphin* CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the *Ecco the Dolphin* CD-ROM, the dialog box will give you the option of installing the game, or installing and playing the game. Select INSTALL to begin the installation process, or INSTALL & PLAY to allow game play immediately following installation. If you do not wish to install *Ecco the Dolphin* at this time, select CANCEL.

Under Windows 95, the *Ecco the Dolphin* installation procedure analyses your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, *Ecco the Dolphin* will create a new program group called Sega Arcade, and place the *Ecco the Dolphin* program icon in that group. If you have previously installed a Sega PC game on your system, you will already have a Sega Arcade program group. In that case, the installation procedure will simply place the *Ecco the Dolphin* icon in the existing Sega Arcade program group.

Once *Ecco the Dolphin* is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall, or Cancel. Click UNINSTALL if you wish to remove *Ecco the Dolphin* from your system, or CANCEL to take no action. See "Using Menus," below for more information on starting or resuming games.

USING MENUS

When the *Ecco the Dolphin* startup screen is displayed, you have access to all of the game features through a series of pull-down menus. To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. Each menu and its options are described below.

You can bring up the *Ecco the Dolphin* startup screen by pressing Esc during game play.



GAME MENU

Go—Starts Ecco's quest from the beginning.

Continue—Starts the game from the most recently opened glyph gate. If you press Esc during play, you will return to the Ecco startup screen. To resume play at the most recently opened glyph gate, select Continue.

Challenge—Displays a secondary menu letting you set the game's level of difficulty. You can choose from Easy (the default), Standard or Difficult.

Play Demo—Plays a series of demos. You can watch some of these demos to get an idea of some of the tricks and puzzles in the game. Move to the next demo level by pressing the Return key. Press Esc to go back to the startup screen.

Save—Brings up the Save Game dialog box where you can save a game in progress. To save a game, click the button next to the space you wish to store the current game and type in a name for your saved game. Select OK.

Restore—Brings up the Restore Game dialog box.

To restore a saved game, select the name of the saved game you wish to play, and select OK.

Exit—Exits the game and returns you to the Program Manager or the desktop.

MODE MENU

Full Screen—Sets the display mode to full screen.

Window—Sets up the display mode for running the game in a window. In this mode, you can move the window around the screen by dragging it by its top bar. You can also minimise the window and use other Windows applications.

When you do that, Ecco is automatically paused. The game resumes where you left off as soon as you reactivate the game.

Zoomed Window—Sets the display mode to normal resolution in a double-size window. In this mode, you can move the window around the screen by dragging it by its top bar. You can also minimise the window and use other Windows applications.

When you do that, Ecco is automatically paused. The game resumes where you left off as soon as you reactivate the game.

Detail—Sets the display mode to high resolution in either full screen or a window.

Note: Only those modes which are currently supported by your system will be displayed.



OPTIONS MENU

Music—Toggles the music soundtrack on and off. A check mark next to this menu item indicates that the music is enabled.

Sound Effects—Toggles the sound effects on and off. A check mark next to this menu item indicates that the sound effects are enabled.

Joystick—Allows you to use a joystick as the input device. To use this menu, you must have a joystick attached. Selecting "None" from the secondary menu turns the joystick off. To activate the joystick, select joystick 1 or joystick 2 from the Windows Control Panel. To set up the joystick buttons and the operational mode of the joystick used, select the Joystick Setup option from the Setup submenu.

Use the Setup Joystick dialog box to define the action associated with each button. Press the list button (the one with the arrow pointing downward) and choose an action from the list that appears. Check the Analog box if you have an analog joystick to get proportional speed control. See "Analog Joystick," for details on proportional control.

Note: *If the Joystick icon is not present in the Control Panel, consult the manual provided with your joystick.*

Setup Keyboard - Brings up the Setup keyboard dialog box.

You can configure the keyboard any way you wish. To change a setting, drag the mouse pointer over the current setting and type in the desired key. Click OK to accept the new setting or Cancel to exit the dialog box without making any changes. Select Test to check if the selected combination is working well with your keyboard. Click Default to return to the original settings.

Note: *Some keyboards cannot decode the simultaneous depression of certain key combinations.*

TAKE CONTROL!

You can control *Ecco the Dolphin* by using a joystick, a game pad, the keyboard or a mouse. To configure the game for your preferred input device, select the appropriate item from the Options menu.

ANALOG JOYSTICK

Moving the joystick left and right moves Ecco left and right. To move Ecco up (toward the surface) or down (toward the ocean floor), move the joystick forward (for up) and back (for down).

The movement and speed of the dolphin is proportional to the deviation of the joystick from its center position. Here are the additional controls:

	Sonar	A
	View Map	A (hold down)
	Exit Map	A
	Charge	B
	Speed Up	Move the joystick to the extreme of the selected direction or press C* repeatedly
	Pause Game	P (keyboard) or D*
	Resume Game	P (keyboard) or D*
*If your joystick is equipped with buttons C and/or D.		

DIGITAL JOYSTICK AND GAME PAD

Moving the direction pad left and right moves Ecco left and right.

To move Ecco up (toward the surface) or down (toward the ocean floor), move the direction pad forward (for up) and back (for down). Here are the additional controls:



	Sonar	A
	View Map	A (hold down)
*If your joystick is equipped with buttons C and/or D.	Exit Map	A
	Charge	B
	Speed Up	Repeatedly press the direction, or press C* repeatedly
	Pause Game	P (keyboard) or D*

MOUSE

With mouse control, Ecco follows the crosshair around the game window. In Mouse Mode 1, the further away the crosshair, the faster Ecco moves. In Mouse Mode 2, Ecco swims toward the crosshair at a constant rate. To speed up, press C on the keyboard. Here are the additional controls:

Sonar	Right mouse button
View Map	Right mouse button (hold down)
Exit Map	Right mouse button
Charge	Left mouse button

Use the keyboard commands to pause and resume game.

KEYBOARD

Pressing the direction keys left and right moves Ecco left and right. To move Ecco up (toward the surface) or down (toward the ocean floor), press the up and down direction keys. Here are the additional controls:

* Default setup	Sonar	Z
	View Map	Z* (hold down)
	Exit Map	Z*
	Charge	X*
	Speed Up	C*
	Pause Game	P*
	Resume Game	P*





SEGA™ PC

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