

Ecco The Dolphin FAQ/Walkthrough

by NeonFXx

Updated to v1.0 on Apr 25, 2017

This walkthrough was originally written for Ecco The Dolphin on the GENESIS, but the walkthrough is still applicable to the SEGACD version of the game.

Introduction

Welcome all to my very first walkthrough! Well, on GameFAQs at least. There was a time where I'd upload videos to the Youtubes, but I figured I'd give writing a try. Ecco: The Dolphin and it's sequel, Ecco: Tides of time are two of my favourite games for the Sega Mega Drive, and since I've played both quite a few times, I thought that I would share some tips and tricks on mastering Ecco. Be warned however, Ecco the Dolphin is no walk in the park (Or swim in the pool?), but I will try my best to get you through any extra hard parts. Be sure to stick with it though, because the sense of achievement from beating Ecco is just one of the greatest feelings.

Controls

Basic Controls

Ecco's controls are surprisingly fluid for his first game. He will glitch into walls at times, but aside from that, you shouldn't have too many problems with him. His basic controls are as follows:-

- D-Pad: Will let Ecco swim in the direction pressed (including diagonal)
- A button (tap): Ecco will emit sonar frequency which is used primarily for communicating to other dolphins (this can also be upgraded later)
- A button (hold): Ecco will use echolocation to see part of the map.
- B button: Ecco will dash. If there is an enemy in front of you, this will also count as an attack.
- C button: Ecco will swim faster through the ocean.
- Start: Pause the game

Advanced Controls

Throughout the game, you may find that Ecco can use new abilities. The following are skills that must first be unlocked through playing the game:-

- Damage Sonar - Use your sonar to attack enemies. In order to execute this move, first press (B) to dash, but just as Ecco is about to attack, hit the (A) button for your sonar. Your sonar will now cause damage to the enemy.
- Confuse Sonar:- After gaining this ability, you just need to hit (A) to confuse certain enemies. This ability only works on sharks (aka 'the hungry ones')
- Soul Reaper:- Once you gain this ability you can prevent enemies from respawning. To do this, attack the enemy with (B) and then hold (B) as the enemy disappears (make sure it's on the last hit). If you've done this right, you'll see the enemies blue stars be absorbed by Ecco and the enemy will no longer appear when you go back to that area.
- Death Sonar - A more powerful version of the Damage Sonar. Simply hit (A) to take out your enemies.

Note: Ecco can also perform a super jump. This is performed by dashing just as Ecco hits the surface of the water. The timing can be difficult though, so practice if you need to.

How to use Glyphs

Glyphs are large crystal like objects that you will find throughout the game, and it is essential that you learn how these work. Although all glyphs look similar to each other, different glyphs have different functions. The best way to figure out a glyphs function is to interact with it. The different types of glyphs are outlined below.

- Key Glyphs - By touching your nose to these glyphs, Ecco will absorb a ring. This means that you can now use Eccos sonar ability to remove a barrier glyph later in the stage. Note that this is a one time use, and if you need to remove a second barrier glyph, you'll need to absorb another key.
- Barrier Glyph - These glyphs block your path. After absorbing a key glyphs power, you can use it to remove one barrier glyph from your path using your sonar. Note that some barriers respawn offscreen, whilst others do not.
- Message Glyph - Using your sonar on these Glyphs will make a message appear. These can be either helpful game tips, or interesting story text.
- Shield Glyph - By using your sonar on these Glyphs, you will be granted temporary invincibility.
- Access Glyph - These are required to open certain areas that are blocked by a wall. Works similar to a key glyph, but the way will already be open when you get there.
- Song Glyph - These glyphs will teach you a song that summons a creature to help you (No spoilers here).

List of Enemies

Here is a list of enemies that you will encounter throughout Ecco the dolphin. Most of these enemies can be attacked by using Eccos dash ability. I've included the 'Dolphin' names for some of these creatures too.

Present Day Enemies

Table of Contents

1. Introduction
2. Controls
 1. Basic Controls
 2. Advanced Controls
 3. How to use Glyphs
3. List of Enemies
 1. Present Day Enemies
 2. Enemies of the Past
4. Walkthrough
 1. Home Bay
 2. Medusa Bay
 3. Undercaves
 4. The Vents
 5. The Lagoon
 6. Ridge Water
 7. Open Ocean
 8. Ice Zone
 9. Hard Water
 10. Cold Water
 11. Island Zone
 12. Deep Water
 13. The Marble Sea
 14. The Library
 15. Deep City
 16. City of Forever
 17. Jurassic Beach
 18. Pteranodon Pond
 19. Origin Beach
 20. Trilobite Circle
 21. Dark Water
 22. Deep Water 2
 23. City of Forever 2
 24. Home Bay 2
 25. The Tube
 26. Welcome to the Machine
 27. The Last Fight
5. Bosses
 1. The Asterite
 2. Vortex Queen
6. Codes
7. FAQs
8. Acknowledgements
9. About the Author

- **Medusa (Jellyfish):** These enemies are fairly standard and have low HP. They will slowly swim upwards in groups and disappear when you reach the surface.
- **Pufferfish:** These enemies will attack Ecco. They are weak, and not much to worry about
- **Crab:** These sit in out of reach places and wait for you to pass by to attack you. If you don't finish it off during its attack, it'll return to its resting place to try again. Very annoying.
- **Stingray:** These enemies swim in large groups and travel together horizontally across an area impeding your path.
- **The Hungry Ones (Sharks):** There are a few different types, but all can be confused with Ecco's confuse sonar. These require quite a few hits.
- **Eight Arms (Octopus):** These enemies are stationary, and are usually an obstacle to your path. They only attack if you move too fast, so slow it down.
- **Spider Crab:** A giant crab that hides and attacks from out of nowhere. You will despise these.

Enemies of the Past

- **Giant Eel:** These are some fearsome looking creatures; though your confuse sonar works on these the same as sharks.
- **Ancient Jellyfish:** Larger than their modern versions, these ones are white in colour.
- **Trilobites:** The most annoying creature in the entire game. They are difficult to hit, and will follow you to world's end until you destroy them.
- **Shelled Squid:** Will travel horizontally in groups.
- **Spiral Shell Squid:** Bright orange spiked creatures that hide until ready to attack.
- **Giant Seahorse:** Usually blocks your way. Curiously, it shoots its offspring at you as it attacks.

Walkthrough

Alright, time to start the playthrough. Ecco the Dolphin is a surprisingly challenging game, but with enough patience and persistence you should be able to make it through. Although, be warned, you will be tested to your limit come the later stages. But the challenge is what makes this game so rewarding to beat, right? Let's get going, shall we?

Home Bay

If you swim left immediately as you start you'll notice that Ecco the Dolphin has a password screen built in to the game. Interesting, huh? Remember this as you will need to go here, every time you switch on the game. Since we're starting a new game though, you can swim right to begin.

You've found your pod! Your fellow dolphin friends are swimming about this area and having a fun time jumping! You can speak to them with your sonar if you wish. One questions the stars on your head, another asks why do they live in the sea. You'll notice that one challenges you to jump though, so show him what you've got! If you are having trouble getting enough height, remember to hit (C) to swim and to hit (B) to leap faster out of the water. Once you get enough height you'll see something weird happen. All the life was sucked out of that area of the ocean. What could have happened? The sea certainly seems a much lonelier place all of a sudden... Travel right to see a gap in the wall to progress to the next area.

Medusa Bay

"...**Suddenly Great winds of Water...**" The words of a distressed dolphin. This is your first real area, so notice your life and oxygen meters at the top left of the screen. You can recover oxygen by either leaping out of the water, or by touching your nose to the surface. You'll need to watch out for this as you travel through underwater caverns and the such. Your health meter can be recovered, either by eating fish (charge into them) or by opening clams on the seabeds. You can open the clams with your sonar, and then simply swim into the food. Be aware though, if the food is red it is harmful to Ecco and will take energy away from him. Test a clam first to see what colour its food is.

Search around the left area of the sea until you find some caverns. You'll need to navigate these to find an Orca so swim through killing the Medusa (Jellyfish) and explore the passageways (watch out for spikes). If you start to run low on health, there are fish swimming around one of the chambers. Charge into them to recover your health. Once you find the Orca, use your sonar to communicate with him. He'll tell you that he does not know what is going on, but the 'Big Blue' might. Who is the big blue? You'll notice a blue crystal in the same chamber as the Orca. This is a Key Glyph. If you tap it with your nose it will make a ring appear which is absorbed into Ecco. Note: Make sure that you keep the Glyph on screen whilst this happens or it might not count. Once you've spoken to the Orca and gotten the key glyph, you can exit the caverns the same way you entered.

Travel to the right of the open area and search around for a glyph similar to the one you touched earlier. This glyph is blocking your path and can only be removed with the power of a key glyph. Since you have that already, use your sonar to knock it out of the way and swim past it onto the next level.

Undercaves

A deep maze of caverns with no surface to the dry side. Songs of the sea sing of great danger in this place.

This is where Ecco starts to get real. Don't worry if it takes a few tries to get through this stage, Ecco is all about patience and learning some skill. You'll also discover how cryptic some of the puzzles can be. When you start, look for, and touch, the key glyph just above you. You can use this to remove the barrier glyph just to the left (just be careful to dash past the currents that push down). Continue on your way until you come to shells blocking your path. These can be destroyed with your dash attack. Try not to take too much damage from their spikes.

Explore the next area and you should find a message glyph that reads '**Swim slowly past eight arms**'. Remember that for later. If you need oxygen, there's a small, open path just to the right. Swim through, then up to get some air (watch out for puffers). Go to the far right of this cavern, touch the much needed key glyph and then return to the message glyph. You should see a little spiral shell on the same platform as the glyph. For some reason, these shells break certain rocks. With that said, you will need to push the shell out to the right so that it hits the line of vertical rocks blocking your path. If you're new to Ecco, this may take a couple of attempts, but be sure that if you swim away and then return, the shell will respawn in its original location. Go through the newly opened path avoiding more puffers and remove the barrier glyph at the end. Continue through and get some more oxygen on the way. It's best to be full before taking on the next part.

In the next area, you should see an octopus to the north and a barrier glyph to the south. That means we need to find another key somewhere. Remember the tip from earlier? In order to get past the octopus, you'll need to very gently tap on the d-pad to swim slowly past it (it'll hit you with its arm otherwise). Don't be tempted to rush, you'll waste more air and health if you try to rush. Once you're clear, continue on to find the key glyph and return to the octopus, again moving slowly past him. You can go back for oxygen before you continue to the barrier glyph if you wish.

Remove the barrier glyph below the octopus and explore to the left first. You'll come across some raised spikes leaving a narrow gap. Ecco can fit through this gap but it's difficult to do without taking damage. Don't worry too much as there are fish at the end of this path. Continue left to find the Key glyph and go back the way you came. Explore the right to find a barrier glyph to knock out of the way and continue to the exit. Phew, that was actually hard work, right?

The Vents

Giant cracks in the ocean floor have strong upward currents of warm water. After the storm, songs of three trapped dolphins are heard here...

Oh, no! The storm has affected another dolphins pod! Let's go help them! This stage can be beaten quite easily if you choose not to save the dolphins. Swim to the far right, leaping over any land that blocks you by dashing diagonally out of the water. Once to the far side, you'll see a rock. Nudge the rock to the left and follow it down. By swimming behind the rock, you'll prevent the current from pushing you back up, but this effect will return if you swim to the side of the rock. Follow the rock all the way down to the last but one cavern to your right and swim through to end the level. Easy right? Well, you miss out on upgrading your abilities by doing this, so let's go back and save those dolphins.

Dolphin 1

Near the beginning of the stage you'll see a rock next to a pit that you cannot descend because of the currents. What you need to do is dash into the rock so that it falls down the left side of the pit and follow it down. There are a series of entrances on the left side, so explore these until you find dolphin number one. To get him to follow you, swim in front of him so that your tail is just above his nose. Once he follows you, take him back to the dolphin near the surface.

Dolphin 2

Using the same rock, just nudge it so that it falls down the right side of the pit, and follow it down. This will allow you to explore the caverns to the right. Ignore the barrier glyph and continue down and explore until you find another current that pushes you up, but not to the surface. You know you are in the right area if you see a pocket of air and a rock to the right ready to be pushed of. This rock can be a little more difficult to follow all the way down as it moves with the scenery a bit. Push it and follow it down to the next level and swim left to get a key glyph. then swim right and let the current take you back up. Push the rock again, but this time follow it all the way down. Once you reach the bottom, you'll have to swim to the right to get to that lowest cavern. It's difficult, but not impossible to do. To make it easier for yourself, try manipulating the rock so that it's more to the right as it falls. Once there, sonar the barrier glyph and continue on. There is a key glyph in the top right of this next area, so touch it and swim down and right through some shells. Take out the next barrier and swim up through some more shells and touch the next key glyph. Remove the next barrier, and just a bit further you'll find the next dolphin. Phew, that one was actually some work! You'll have to navigate your way back using the key and barrier glyphs on the way out too, further emphasizing that this is the toughest of the three dolphins to save.

Dolphin 3

Don't worry. This one isn't as tough. Go to the end of the level and push the rock down the little cavern to work against the current. If you explore the left, you should find a key glyph. After obtaining this, follow the rock down a second time all the way to the bottom, removing the barrier glyph as you get to it. The last dolphin is right at the bottom, in the right cavern. Once you take him back to the pod you will be rewarded with a damage sonar. Now you can attack enemies from a distance! Now that you've saved all three dolphins, you can continue on to the next stage.

The Lagoon

Songs of the sea sing of the stone eating stars that live in this place. A dolphin sings for her trapped pod.

Remember that description as it is useful for solving this level. As you can tell, we are saving more dolphins this time round. As the exit is a little harder to get to this time, I'll save the solution for the end, when you have a better visual understanding of the level. I highly recommend saving the dolphins this time round though, as the reward is amazingly useful throughout the rest of the game. It's completely optional of course, but it'll make things a whole lot easier from this point on.

Dolphin 1

The first dolphin is directly below you as you start (watch out for sharks). Swim down to the bottom, and search a little to the left and you should spot him. Easy right? But where do we take these lost dolphins? Swim back to the surface, and start travelling right, jumping over the land that blocks your way. The dolphin that you're looking for should be on the right near the surface. Here's where you need to bring the next two dolphins as well.

Dolphin 2

Travel to the left and search those waters. You should come across a falling shell similar to the one used to destroy the rocks earlier. You don't need to do anything to it, just let it fall and then swim through the rock that it breaks. Warning: You are temporarily trapped in this area as that rock respawns, but don't worry. There are air bubbles rising from a raised surface which will allow Ecco to breathe by swimming through them. There are also clams to restore your health if you need them. If you look next to the bubbles, you should see some spikes (similar to before) that are just big enough to swim through. The dolphin is on the other side, so get it to follow. There is also a key glyph at the bottom of this area, so touch that. But wait, how do we escape?

The level description told us about 'stone eating stars'. Go to the top-right of the area and you will find a bunch of stars moving in a circle. This part is a little tricky for a first time player, but don't lose hope. What you need to do is use Ecco's sonar to maneuver these stars back to the rock that was destroyed earlier (as it has returned). You have a time limit before the stars disappear, so move quickly, as well as accurately. Be careful not to trap the stones in the scenery as you'll have to start over. If you don't get it first try, don't sweat. Fill up on air and food, and try again. Once free, you can now return the dolphin to its pod.

Dolphin 3

Go to the area that we found the first dolphin (with the sharks), Look for a cavern near the lower right and swim through it, breaking a shell that blocks your path (if you were caught by a red arm, you've chosen the wrong cavern). Continue right to find another set of 'stone eating stars'. Here comes the next challenge. You'll need to get these stars past an octopus just above you, so use Ecco's sonar to move them left and then up, before combining your going slow skills with your moving stone eater skills (ignore the falling rocks). The rock that needs destroying is just above the octopus, to the right. Again, don't worry if you don't get it first time. There is some air just past the octopus and to the left. Be patient and you will succeed.

Whatever you do, don't go up, or you'll be forced to the surface by a current. Instead swim right through the caverns and remove the barrier glyph with the key obtained earlier. Carefully explore the following caverns and you will find the last dolphin (it's near the bottom left). You can now return to the current that I warned you about and get your reward for saving all three! You now have the ability to confuse sharks with your sonar, making them less of a treat! On top of this, you can now

absorb the souls of defeated enemies by holding (B). This will stop them from respawning off-screen. Very useful if you want to clear an area permanently! Now let's finish this level...

Exit

Return to where we saved dolphin number 3 and continue to navigate the caverns. If you're caught by a strange red tentacle, attached to the rocks, you can escape by facing away, holding (C) and tapping (B). You'll come across another rock breaking shell resting on the floor, and you need to push it off the edge so that it breaks the rocks that are blocking your path. Continue along this linear path. Along the way, you'll have to swim against a current pushing up. The cavern just below you has spikes on the top and bottom, so it is quite difficult to enter it without taking a hit. You'll notice health restoring shells along the bottom of this area and there's some air just above you when you reach the end of the path. Take note of these, so that you can find them when needed (just remember to test the shells before eating the food).

The next open area has some more 'stone eating stars' in the top right area. Don't worry though, it's not as hard this time. You'll need to move them to the bottom and then to the left through a cavern full of crabs waiting to attack you. If you need to, go into this cavern first, and take out the enemies, using your new absorb ability to make sure that they don't respawn, and then return with the Stone Eaters. At the end of the cavern are two rocks that will disappear when the Stone Eaters touch them. You'll be in another open area. If you look to the top right, you'll see some falling shells. You'll need to get through them by dashing into them, and trying to swim past. Try not to take too much damage because you don't want to start over! Swim past them successfully to end the level.

Ridge Water

Two cold water ponds connected by a maze of shell and stone. To pass ridge water one must have great knowledge of the sea.

Okay, no more dolphins to save. That should be a relief to you, right? Now we just need to navigate and survive the complex levels of Ecco the Dolphin. Near the start of Ridge Water there will be a current with a stone next to it (similar to The Vents). Dash the rock to the left of the pit and follow it down so that you can enter the cavern to the left. What is strange is that a shell will appear next to you and land on the platform. Take this with you as you travel through the cavern and destroy the rocks at the end.

Explore the next area and near the top left you will see some shells blocking a path, and a stone destroying shell on a platform below. Push it off the edge to open up the path below. Swim up and allow yourself to be caught in a current and continue up to find a stingray guarding a key glyph. Touch it and then go back down, fighting against the current (you can do it!) and go through the path that you just opened. Carefully navigate the caverns, avoiding the spikes, and remove the barrier glyph that's blocking your exit.

You'll be in a more open area now. If you swim to the top right of this area you'll see a bunch of stingrays swimming along a cavern. You need to swim through here, avoiding or attacking the stingrays as you go. At the end of this is a nice little resting area where you can refill your oxygen meter and there's also a good clam that will restore your health at the very end. Take the Stone Eaters and maneuver them down the stingray path, before making a U-turn to destroy the rocks just below the cavern you were just in. Usually at this point I will return to the resting area above to restore oxygen and health, as it's now faster to get to the open path without having to guide the Stone Eating Stars. Go through the new path.

In the next area, you'll need to go to the cavern at the bottom-right. Along this cavern is an upwards path leading to more air if you need it. Continue right and you will see more stones blocking your path. Don't worry, the Stone Eaters are just above it! Continue through and explore the top left of this area for falling shells. You'll need to get through them to continue. Once through, you will notice that you've reached the surface and there are dolphins swimming around. For some reason you can't speak to them though. Maybe the programmers forgot to give them dialogue, who knows? To the left you will find an Orca as well as a key glyph. The Orca will tell you that the Big Blue is to the North! Grab the key and use it to remove the barrier just below and to the right. Continue along to the end of the stage.

Open Ocean

The open ocean is cold and dangerous

This stage is kind of fun! We're taking a break from puzzles and navigation and instead our goal is to cross a vast area of open ocean. Sounds easy, right? Of course, the problem is that these are shark infested waters. Getting from one side to the other without losing all your health is a bit of a challenge. My strategy is to swim to the very bottom and dash along, so that anytime a shark attacks, there is a chance that Ecco will defeat it. If a shark does manage to hit you, dash away as fast as possible. There is quite a stretch to the end, so each shark's successful hit will add up, and you will be in trouble if you get too many hits as there is no food to restore. You should be fine though if you stick to the bottom of the ocean floor and spam the dash button. Just make sure you periodically come up for air. If you come to the end and you just hit the end of the screen, just maneuver Ecco until he swims off. There is an area near the middle that activates the end of the stage which can be missed if you are swimming too low.

Ice Zone

Dark cold waters with few places to breathe. Strange cold water creatures live in this place. Distant songs are heard but not understood.

Watch out! When you start this stage you'll be surrounded by sharks! These are some dangerous waters! You'll need to escape quickly by jumping out onto the ice just to the left. When you do, you'll notice that you'll slide across the icy surface until you reach the next bit of water. Jump out again and continue left. Keep in mind that you can jump whilst on ice, so if you want, try to avoid falling in the hole altogether and go straight to the second bit of water! Watch out for nasty Spider Crabs and explore until you find a Key glyph to the left. If you're having trouble with the crabs, either take it slow and defeat them, or if you're feeling brave, try to swim fast through this area. Once you've absorbed a key, return to the surface and slide all the way to the right of the stage, jumping over holes as you see them. There's a pool of fish on the way if you need health.

Once at the far right of the stage, follow the path (whilst avoiding more Spider Crabs), and sonar the barrier glyph. Continue to the end of the stage.

Hard Water

Water turns to slippery stone from the dark cloud. There is great danger when the water stones move. The distant songs continue...

Here we go, aha. I remember struggling a lot with this stage when I first played Ecco. Thankfully, it's a beast that can be tamed and it no longer poses a problem for me. The challenge is the moving stones that will crush Ecco, causing an insta-death. My advice is to be patient and watch how the stones move. With enough memorization through retries, this stage really isn't that hard, so don't get frustrated with deaths. With each death, you're getting a little better at memorizing the stage

(a skill that will become very useful later on in the game).

Go to the left and start avoiding the moving stones that you see. Head to the bottom and a little to your right will be a much needed key glyph. Head back to the surface whilst avoiding more stones (remember, be patient and watch the movement of the stones). Head out of the water and make your way to the far right. Go down and you will notice a very large cluster of moving stones. Yes, we must make our way past these stones. This looks very intimidating at first glance, but don't let it defeat you! My strategy is to go around the stones and go up the left side, and slip in at the top. You need to go up through a few more moving stones removing a barrier glyph along the way. Take as much time as you need, study the stones and move at the right times. If you fail, don't worry. This level is short, provided you know where to go.

Cold Water

Quiet songs of wisdom sing about the hard water called ice. The Big Blue is near.

So finally, the Big Blue that we've been hearing so much about is near! Let's go find him! The biggest problem with this stage is the lack of areas to get oxygen. Being trapped under ice is not so good, so a lot of the time, the best solution is to swim fast to find your way. If you explore, you should find some Jellyfish swimming upwards against a current. There is open air up there! Swimming against this current isn't easy, so if you need to, take out the jellyfish first (absorbing their souls to stop them respawning). It may take a few tries but swim to the surface and attempt to jump out to the left. You'll be in a pool of fish with a key glyph hovering above. I always take out the Spider Crab here so that I can come back here safely if I'm low on health. Go to the right and jump over the spikes on the surface. If you hit a spike, you'll be turned around and will have to try again.

When exploring the waters just to the right, you'll come across a barrier glyph that needs to be removed in order to progress. Swim fast through this next area! It's easy to run out of oxygen if you're too slow. If you run out trying to get used to your surroundings, that's fine. Just try again. Exploring this next area, you shouldn't have a problem finding the Big Blue (he's in a large open area to the left). Talk to him to see if we can finally solve this mystery. Here's what he says:

You are very brave Ecco. I have listened to the songs of the storm... I am sorry about your pod - I will try to help you... We know that these violent storms occur every 500 years... When they occur all traces of life vanish at the eye of the storm. I do not know why or how this happens. Do not give up little singer... There is one older and wiser than I. It is called the Asterite - we think it is the oldest lifeform in the sea. We feel great energy of thought from the Asterite but it will not sing to us... If you can communicate with it perhaps it could help you... The asterite is located in the deep water zone.

Well that was all very interesting. I guess our new goal is to find this Asterite then? Swim down to the bottom and start swimming right so that you don't miss the Key glyph near here. I've even run out of oxygen searching for it, so it's best to swim straight for it if you know where it is. Go to the area with the jellyfish and remove the barrier. Explore until you find more jellyfish and again, you'll need to swim against the current to reach the sweet, sweet air above it. Go to the far right of the stage and exit at the bottom right.

Island Zone

Seven islands in warmer waters

I bet Ecco is glad to be out of the cold! This level can be a little confusing. Near the beginning there will be a rock next to a current, so push it and follow it down before heading right. Search the top right of the area to find a key glyph to absorb and head back out. You now need to travel to the far right of the stage jumping over land as you go. Travel to the bottom-right, and you should see an octopus blocking your path. Just be aware of the spikes as you swim slowly past. Continue to the top-right and remove the barrier in your way.

You'll be in a network of caverns and I usually use Ecco's sonar ability a lot here to help me find my way. If you prefer to explore, that's fine too. Just make a note of where the food and air spots are. It also helps to clear the place out a bit. First you need a key glyph, so travel all the way down and then all the way left to find an open area of water. The glyph is to the top right of this area. The exit (and barrier glyph that blocks it) is back in the network of tunnels, so explore them until you find it. If you are using sonar, you will see a blue crystal with an arrow above it. The arrow represents the exit to the stage. Take your time, and clear enemies as necessary, and this stage should pose no real risk to you.

Deep Water

Ancient breathless passages run so deep that no songs of this place have ever been sung.

Despite the worrying intro to this stage, I find this to be a lot more straightforward than the last. This is also a very important area if you remember what the Big Blue told us. Near the beginning of the stage you will find a current. You don't actually need a rock for this one as Ecco is strong enough to swim against it. It's a little more challenging though because of all the spikes and Jellyfish. Swim right to the bottom, and enter to the left. You'll find yourself in another series of tunnels filled with Jellyfish and crabs. Take your time exploring these caverns, and defeating enemies as needed. At this point in the game, exploration should be second nature to you, but if you're having trouble finding your way, use Ecco's echolocation to get your bearings. Again there's plenty of food and air about, so take your time and restore as necessary. But, wait... what's this large double-helix structure at the end of these passageways? Using your sonar, you might be surprised. It can speak!

" I remember you! ...of course it was you... and it was I who sent you... Now it is clear. I can help you by giving you powers and knowledge but... you must help me... You must help me regain my full strength. You must travel into the past. To the west is a sunken city called Atlatis. Its people built a machine and used it to travel in time... Use the machine to travel to the distant past before your kind existed. You will go back 55 million years! There you will find my missing globe... You must return it to me... only then can I give you what you need to save your pod."

What a very strange interaction. It remembers Ecco? And we have to travel back 55 million years!? For what purpose? I'm sure this will make a lot more sense as we continue through the game. After you're done scratching your head, exit left.

The Marble Sea

So now we get a fresh bit of scenery. The marble sea, along with the upcoming levels are some of the prettiest areas in Ecco. The challenge is still there of course, but some of these stages are quite interesting in my opinion.

Towards the left, there should be a square block next to a current. It should be pretty obvious what to do here. The only difference is that on the lower floor there are some chains blocking your path. This can be a little tricky, but what you have to do is use the block to work against the current and break the chains with Ecco's dash on the way down behind it. Don't worry if it takes a couple of attempts, the surface is just above you, so get air as required. You'll notice a statue just below; try using

your sonar on it and see what happens.

To the right is a block which can be pushed along the path to destroy the chain. Continue on to find a key glyph. The yellow Stone Eaters in this room are a bit of a red herring, so ignore them and go back the way you came. At the very bottom of the area is an access glyph which you will need to hit with your sonar, to be able to progress. After hitting it, take the path just above and remove the barrier glyph blocking your way to reach the end of the stage.

The Library

This area is important as it will allow us to learn more about what happened to Eccos pod! If you go to the left of the stage and explore around, you should find a series of glyphs lined up in a row. These glyphs hold some very interesting messages! They read:

- **We are losing a war with the planet Vortex. Atlantis is in ruins after a beam struck from space. We have escaped into the past with our technology.**
- **Glyph: Crystals containing encoded messages. Certain sounds reflect the message back. Created to help a dolphin of the future travel to vortex.**
- **Planet Vortex: Third planet in the star system Cassandra. Located in the head of the constellation Pegasus. Note: The nearest constellation to Pegasus is Delphineus.**
- **Vortex lifeforms: We suspect that Vortex is dying and can no longer produce food. Every 500 years, when the Earth and Vortex have a clear path, the Vortex feed upon the Earth. Each feeding increases in size. The Vortex are getting hungrier!**
- **We, the people of Atlantis, have made these glyphs for you.**

It's all getting rather Sci-fi, isn't it? So the Vortex are responsible for Eccos pod disappearing and we need to figure out how to save our friends! Is that even possible at this point? If only we had more time... Maybe a solution exists, if we can help out the Asterite like it asked! Let's not lose hope yet, friends!

Exploring the bottom-left of the stage, you should see some stone pits with a statue and stone to the left. If I were you, I'd clear out the enemies from these pits first, but it's not really necessary as the statue will give you invincibility if you hit it with your sonar (you can even hit it through walls!). The aim here is to push the block into each of the three pits and then guide it onto the top of the next platform. Don't return for oxygen during this, just hit the statue and you will be restored when invincibility runs out. The trick is to get the block to the right of the pit and then scoop it up with Eccos nose. You'll notice that it'll usually drop back down when you try to swim up with it. To remedy this, scoop it up, and then quickly scoop again, this time holding up for the second scoop. Once it's on the last platform, dash into it and follow it to see it break some chains (it doesn't count if it's too offscreen, so follow quickly behind the block).

Down below you will need to head left first to gain access from the glyph before heading right. Watch out to the right as the stone pillars can crush you (you'll have to start over). Watch its movement and swim accordingly. Along the path there are glass blocks. You can either attack these or avoid them. Further on, you'll need to avoid the smaller glass blocks to avoid damage. Watch out for poison coming out of the ground near here, swim quickly past so that you don't lose health and be forced to restart (as I did whilst writing this guide - sadness). You'll find the end right past this area.

Deep City

Okay, I'm not going to lie. This is going to be very frustrating to a new time player of Ecco. Heck, it even took me quite a few tries whilst writing this guide. Look around the first area and you will see a block next to a current. If you manage to get down there and explore around, you'll notice that there isn't much to do down there. So, where do we go? To the right of this area is a wall that is above water level. It is very high and seems to be just part of the aesthetic of the stage. Nope. You actually have to jump this wall and land in the water on the other side. I'm not joking here. If you time your dash out of the water correctly, Ecco will perform a 'super-jump', which allows him to jump higher and further. I personally find this a little difficult to pull off and rely on luck in moments like these. You need to get the angle and speed almost perfect to clear this obstacle. With enough patience and endurance, you should get it eventually. Just don't fail the level otherwise you'll have to repeat the stage.

You should be very used to exploring these levels by now, just be careful not to take too much damage and risk starting over. You'll find a golden chain blocking your path. Ecco can actually destroy this using his dash, so swim right on through. You'll find a block and a tunnel heading down. Push the block and follow it all the way down to a key glyph. The barrier glyph is just on the platform above (you should have seen it on the way down). The statue just beyond here can grant you invincibility.

Break more chains along the way and follow the path until you come to another statue with a block (Remember that the statues also restore your health and air after the invincibility wears off). Down below is a glyph that grants access, so hit this first before heading left. Your biggest worry here is being sucked up into one of the chambers. If you do, find the block and use it against the current to swim down before heading left again to the end of the stage.

City of Forever

A strange name for a city that's now destroyed. This is the last of the Atlantis levels (for now) so make the most of it! There is a shortcut in here somewhere, but as I can't seem to find it right now, we'll save that for later shall we? You'll come across a series of more 'impossible jumps' with a pool in between each one. Don't worry, these aren't quite as difficult as the one in Deep City. My advice though would be to clear out the pools of Jellyfish as you'll want room to gain momentum. The last jump is my favorite, as Ecco soars through the sky into the water way down below! Such a good feeling to make that jump!

In the next area you'll find a couple of currents, one that pushes down, and one that pushes right. What you need to do is to use the block to swim down and right, but then hug the top to go up the passageway before being taken right by the second current. If you fail, just go round and try again (it's pointless trying to swim against the current to get there). Break some more chains to the right of the next area and continue on following the caverns around until you come to a block next to a current. After following the block down you'll come to a glyph that when activated, has a message:

Time travel sequence initiated. Traveller: Ecco

Update: I discovered from watching TehMecheon that if you do not activate this glyph and continue on to the time machine, Ecco will be crushed when you try to activate it. It is unclear whether this applies just to the Sega CD version of the game or just to the Megadrive/Genesis as I haven't tested this myself yet.

Travel up and you will be in a room with a strange contraption. This is the time machine that the Atlantians built! You can activate it with your sonar (convenient, right?). Strange things are afoot and we are about to embark on a most excellent adventure through time. But how far back did the Asterite say we had to travel? Back before our kind existed? How far back is that?

Note: If you are having trouble completing this stage the way that it's intended, skip ahead to 'City of Forever 2' in this guide. It's the same stage, but there I will detail some shortcuts that make the stage easier (since at that point we've already beaten the stage once before).

Jurassic Beach

We're a little further back than you thought we'd be going. Welcome to the Jurassic Age. Here's where the challenge really begins. As much as I love Ecco the dolphin, I always get anxiety thinking about the Jurassic stages. They would be nigh unbeatable if it weren't for some invincibility glyphs generously scattered around. You'll want to avoid those big, mean looking eels if you can, though you probably don't need much convincing of that.

Note: If you encounter a trilobite during the Jurassic stages, you are better off defeating it immediately. Failure to do so will result in it following and pestering you to no end. This creature is highly annoying and you would do better without it.

Near the start you'll find a song glyph. The instructions are fairly clear, so let's try it out! Get some air, and use your sonar to call for the Pteranodon. Once it comes, you can jump to it and be gripped by its talons to be carried away to another area. Pretty cool, huh? The currents will be working against you in the next area, but you will need to get to that passage in the center.

So here's the thing. If you are not using echolocation, you may be finding this next area unnecessarily difficult. Look closely at the volcanoes and you will see some air bubbles coming from some. That's your clue! The area below is hollow, and you can swim through to the other end! The volcano to the right conceals a very well hidden key glyph, whereas the one on the left takes you to the next area.

There's an invincibility glyph in one of the upper chambers, so get it before removing the barrier glyph below. To the far left is another invincibility glyph and just to the top-right of it, the next key glyph. Travel left to find the glyph that it removes. Explore around the next area to find the exit. It happens to be through a solid looking wall, but don't worry, Ecco will see it when you approach it.

Pteranodon Pond

Jump over the land and into the left pool. You'll find another song glyph over here. Use it to call your friend again! Every time I play this stage, I always tap the buttons during the flight in hopes that he'll drop me in the next area over (which would make things a lot easier). He never does though, sigh... I guess we'll do this the hard way. This is quite a confusing area, but with practice and memorization, you should be able to beat it. Coming up are a series of Key and Barrier glyphs that need to be found. There's a lack of oxygen around so memorize as much as you can so that you can speed through the areas you know.

The first key is down and to the right, and it opens the barrier near the bottom right. The next is top left and there is also an invincibility glyph just to the right of it to restore health/air. The barrier is bottom right. Travel left and you will be taken by a current. Once through the other side, go down and then travel right whilst hugging the floor. The key glyph is on the way and is partially covered by scenery (sneaky, right?). Go far right, follow the area around and you will reach another current. Swim up as soon as you can to find the next barrier. There's some oxygen bubbles in the next area, so look out for them! The key is top left of the area. Once you find it, you can actually hit an invincibility glyph on the other side of the rocks. If you go all the way right, you'll find the surface of the water. Remember this as you'll come back to it. The barrier is down below, not that far from the right wall. Get the song just past it and return to the surface to get another ride in the air.

This time he'll drop you in the middle area (just like I wanted earlier, remember?). Stay calm, we're almost out of this. Your best bet is to hug the left wall to avoid all the Jellyfish. Once you get to the bottom, you can find your exit to the right. I bet you're glad to get out in one piece!

Origin Beach

Near where you start will be a key glyph and a very annoying trilobite. Dispatch of the creature immediately! (Annoying creature, bleh!). Jump over the land to the right and remove the barrier glyph just below this area. To the far right there is a key glyph obscured almost completely by scenery... They've got to be kidding, right? This is starting to get ridiculous now! Continue south and swim against the current, being careful of the shells attacking you from the sides. Travel left passed the spikes and along the way you should see a diagonal cavern full of spiked shell creatures, which you need to take. Continue round and up and you will see some roofed spikes. Travel past them up the cavern and exit left. Apart from the hidden glyph, Origin Beach isn't too difficult of a level. Onto the next!

Update: From watching RickyC's playthrough on World of Longplays, I've found out that there are two hidden glyphs in the walls that contain very interesting text. To find them, swim to the left or right of the starting area and jump out towards the wall whilst using Eccos sonar. You'll need to aim diagonally up into the wall to find it. Here's what the text says:

'We hear song in the ocean! We hear our kind in the sea! Never have we heard songs in the sea!'

'You sing our song under the waves. Who are you? Could we sing in the sea? Could we live in the sea? Perhaps we will try!'

Trilobite Circle

I already don't like the name. I'll be honest, whilst writing this guide I went around and cleared out all the enemies just for the fun of it. This level isn't really hard, but the trilobites can be extremely annoying, and if you don't defeat them fast enough, they may just end up taking all your health, so dispatch of them on sight. You don't have to clear the level as I did, but I do recommend clearing the first area as there is a food pod below you (it works similar to shells in the present). That way, you'll always have a safe place to retreat is trilobites have injured you badly.

To the very right you'll see a giant seahorse blocking your way. It's guarding the key glyph that you need. Be warned that every time you attack it, it'll retaliate with projectile seahorse babies! Five of them in fact. If you didn't save the dolphins at the beginning of the game you have a tough fight on your hands. This seahorse takes a fair few hits to be defeated and you'll need to try to evade after each hit of your dash to minimize the damage. Don't worry, after it's defeated you don't need to absorb its soul to stop it from respawning, so feel free to get some health if you need to. If you have the damage sonar, then this fight is a lot easier. Just hit it from a distance and avoid the little seahorses that are fired at you.

Note: If you go to get health halfway through the fight, I believe that the Seahorses health will return too. Take it out in one go!

With the key absorbed you can now remove the barrier glyph just left of the area. Continue exploring the area whilst avoiding enemies and dispatching trilobites. Once you get to a current, enter it and make sure to swim to the left. If you are taken right, you'll have to go back around, so jump the islands and make your way right again (where the seahorse was), touch the key glyph once more, and try again. Once you swim the left path of the current you'll be able to exit. Wait, you tried swimming left and nothing happened!?! Try jumping out of the water here instead. Bet you weren't expecting that!

Dark Water

I'll be honest with you. At this point of writing the guide, I have the path of this level perfectly memorized. Why? From having to play this stage literally dozens of times! Now don't worry, the stage isn't actually that long once you remember where to go. It is very challenging though due to the final section; but well get to that when we get to that. For your first attempt at this stage, I recommend just looking around and trying to get accustomed to the layout a bit.

The first thing we need to find is the invincibility glyph. Why is this so important? It's so that you can run through this stage quickly without worrying about enemies whilst conserving your health for the end. You'll understand why later on. Go to the very left of the stage and explore downwards around this area. You can ignore the orange shells and keep going down until you pass a moving shell (this can crush you if you get trapped by it). At this point turn right and explore the top right of this area to discover a glyph that is mostly covered by scenery. Memorize this location! It's important for speeding through the level.

Next, go down, avoiding the crushing spikes as you go. Go up through some jellyfish and explore to find a key glyph and return to the invincibility glyph. Now swim left to find some spikes with a current pushing through. Swim through here and immediately head up. You'll notice that you are on the left side of a barrier glyph that you didn't need to remove. Instead, swim left to find another barrier glyph. Remove it and swim upwards. You'll notice that you can swim through the top of the wall here, so continue up until you see a familiar face, or, if you prefer, a familiar double helix. Let's say hi!

Boss Fight: The Asterite

Okay, he's not really our friend at this point. We're actually here to steal one of his orbs, and who can blame him for being a little defensive about it. He's probably not going to believe a story about a time traveling dolphin trying to save his pod from creatures from the planet Vortex, so we'll have to take it by force. This is quite a frustrating battle, not only because it's difficult to work out at first, but it's also difficult to execute. You also lose health very easily here, so be prepared to have to restart the stage a few times (which is why it's best to memorize and speed through the level with invincibility each time).

The solution here is to hit/dash 4 different orbs of the same colour with Ecco's nose. You'll need to pay attention to what colour orb you're about to hit as if you hit a new colour, you'll have to start over with that colour instead. The orbs that you have already hit will be flashing. If you are still for too long, the Asterite will hit you with electricity which is very damaging, so try to keep moving. This task will require a lot of precision as well as patience. If you need to, take a small break and try again later (I know I did). When you eventually manage to hit all 4 orbs, Ecco will return to the present day.

Update: I recommend trying to complete this task quite quickly as the Asterite seems to use his electric attack quite often if you take too long. The key is to be both precise and quick in tapping the four orbs.

Deep Water 2

We are back in present day! This is the stage where we met the Asterite earlier. It's exactly the same as before. Even if you don't remember where to go from last time, you shouldn't have difficulty here, especially after beating all the prehistoric stages, so go find that Asterite and return the orb to him! You'll see a spot where an orb is missing from it so go near to replace the orb that you stole from the past and the Asterite will speak to you:

Now I am whole again with all of my power. Thank you Ecco! Now I will help you. I will give you new powers... Use the Atlantean time machine to swim back in time to the hour of the storm... You will be taken with your pod... You will see the unseen enemy. Use this song to return to your home bay just before the storm. With your new powers perhaps you will save your pod.

New powers and a new time travel song, eh? Very nice. The true extent of Ecco's new abilities will be revealed shortly, but for now, take a look at Ecco's air meter. It has vanished! Ecco no longer needs to surface in order to breathe! It would have been useful earlier, but hey, it makes the next stage a little easier if you decide to take the long route. You can exit Deep Water to the left, the same as before.

City of Forever 2

Again, this stage is the exact same as before. Since we've already beaten this once the proper way, why don't we take a shortcut this time? Just as you start, swim right and start investigating the walls there. You'll see a green barrier that is obscured partially by bricks. We can remove that! Swim just above the barrier and have Ecco swim diagonally up-right into the wall. You'll see a statue on the other side. Hit the statue with Ecco's sonar to get an 'Access Granted' message and swim back down and right through the wall where the barrier was. You'll come across a ring that you can swim through. You actually see these rings a lot in the second game, but they are a little tougher to find in the first Ecco game. Swim through and you will be teleported right below the time machine! Much easier, right?

Home Bay 2

Here we are, right back at the beginning of the game. Right before the incident happened. The only difference is that Ecco knows what is about to happen and has gained some skills and abilities. This time Ecco is not going to watch as his pod are taken away from him. This time, Ecco is going to leap headfirst into the machine that threatens his family! Let's do this!

The Tube

The final 3 stages will really test your determination, but you can do it. Ecco will save his pod from the Vortex! You'll find yourself in a strange metal tube with jellyfish being sucked in. This is the device that the Vortex are using to obtain their food from the ocean, and is the reason why Ecco's pod disappeared. You'll need to swim through this tube whilst avoiding obstacles in your way. Start off by swimming left or right to avoid the large metal cylinders that you see from the start.

A little later on, you will see floating metal objects in the tube. You can actually destroy these with your new and improved sonar, called the death sonar so put it to use! You'll also come across devices that shoot electric bolts at you. If you want to avoid this, try swimming past them faster or swimming through the mechanism itself. They aren't a huge deal as Ecco also has regenerating health (thanks Asterite!). Just make sure not to take too much damage in a short space. This tube will speed up as you go. If your thinking, 'When will this ever end?', I suggest you prepare yourself for much worse coming up. The Tube is just your training wheels...

There is a strategy that I use which makes this level a lot easier. You'll need to avoid the metal cylinders at the beginning as usual, but once you are through, line Ecco up with the center as much as possible and have him facing up. Just let the screen push you up whilst simultaneously spamming the sonar button. Don't worry about the edges of the metal cylinders as Ecco passes right through them. If you are centered, you should never have to move from that spot to avoid obstacles. Ignore the electricity as it does not do enough damage to you to wipe out your health bar, so as long as you stop the floating metal objects from hitting Ecco (by spamming B) you will be fine throughout the rest of the tube.

Welcome to the Machine

Let the nightmares begin. Ecco the Dolphin has been a challenge most of the way through, but I don't think anything will prepare you for 'the Machine'. Welcome to the Machine is a very long auto scroll level which will push you to your limits. No joke, this stage took me 3 hours to beat the first time I played Ecco, and even now, this stage still gives me trouble. You'll need to memorize your path through the Machine, avoiding blobs (again) and making sure you choose the right paths as to not get crushed by the screen. To keep you on your toes you'll also need to deal with Vortex creatures that will try to attack you. These can be destroyed with Eccos death sonar. Just make sure that you also shoot the head after its body detaches as it's still alive and coming after you (gross, right?)

No amount of advice is going to make this stage less painful for you, so you'll just have to practice, and try your best to memorize the stage. The screen will try to trick you at times, so be fully aware and react accordingly. The Japanese version of the game actually has a checkpoint halfway through, making things a lot more achievable, but if you're playing the European/American version then you'll have to be persistent and keep trying until you make it.

When you make it to the end of the stage, Ecco will swim through a tunnel and the next stage will begin immediately (No password screen). When this happens, spam Ecco's death sonar right as the stage starts. You'll thank me if you read this in advance.

The Last Fight

Here it is, the final battle with none other than the Queen Vortex herself! Ugly thing isn't she. If you read my advice earlier you would have avoided being killed by the Vortex on your way into this area. If you didn't, I'm sorry but it's back to the machine for you (yep, that's right. If you die during the Vortex Queen fight, you'll be expected to beat the Machine again). The Queen isn't quite as difficult as the Asterite, but you'll want to be careful as Ecco no longer has his regenerative abilities. The Queen has a couple of weak points that need to be hit, before you can attack the main body. These are the eyes and the jaw.

Eyes

Attack the Queens black eyes using Eccos death sonar. You'll notice that each successful hit will result in a bunch of green blood (or green balls) being spilled that can hurt Ecco. To minimize damage from this, try aiming diagonally at the eye higher up where less of the blood can reach. It's very easy to die whilst trying to do this, so be careful and avoid taking too much damage. After a few hits of the sonar, the eye will dislodge. Do the same for the other eye too. Note that if you swim too near the top, you'll spawn a new Vortex, so be aware of this and dispatch them as needed. Once both eyes are dislodged, you can now start on the jaw.

Jaw

Whatever you do, don't go near the jaw when she's feeding. If you do, you'll be sucked in and face an instant death. Instead, wait for her to finish her feed, and then swim to the side of her jaw and dash into it in order to damage it. She'll start feeding again once you've hit her jaw, so quickly swim away. Since she feeds after every hit of the jaw, you can easily get into a rhythm of hitting her and swimming away. After a couple of hits, her jaw will dislodge, AND... she'll grow another one. You'll need to dislodge two more jaws in the same fashion before it goes away completely, but once it's gone the Queen is now vulnerable.

Queen Vortex

This last task isn't to difficult, but you are still in danger of dying if you mess up, so be cautious. Look at how she's moving and swim to the side she's moving away from. This will minimize the chance of here moving into you and damaging you. Dash into her several times to hurt her. She will spawn a Vortex inside of her so sonar it if it gets close, but you should be able to take her out fairly quickly will just a few dashes to her ugly face. With the final hit, the Queen will be destroyed and the dolphins released.

Now sit back and watch as Ecco leads his pod out of the tube and back into the ocean. The dolphins are now free, and thank Ecco for saving their lives!

Congratulations, you have just beaten one of the greatest if not toughest Megadrive games ever created! Well done! Though there is a much tougher sequel called Ecco: Tides of Time you know, but for now you can content yourself with the completion of Ecco the Dolphin. (Extra points if you go back and achieve a no death run, aha!)

Bosses

The Asterite

I find this to be more difficult than the end boss of the game personally. What you have to do is hit 4 of the same colour orbs without taking too much damage. This is much easier said than done, and the Asterite will punish you for sitting still for too long with a bolt of electricity. Try to keep moving, and only hit the dash button if you are confident that you'll hit the right coloured orb. Patience and practice will lead to your success here.

Vortex Queen

Not quite as bad as the Asterite, though a lot worse to look at. The Queen Vortex has several weak points that must be destroyed in order, before you attack the Queen herself. First, you need to dislodge her eyes. This is done by attacking them with Eccos sonar. Try to do this from a distance to minimize damage from the blood. Next, take out her jaw by dashing into it. Avoid her feeding at all costs as this is an instant death. The jaw will grow back once its removed, so you'll need to repeat this two more times. With the last jaw removed, dash into her body. After only a few hits, the queen will be defeated.

Codes

You'll notice that every time you fail and retry a stage, a different password will be generated. I'm not sure what exactly causes the specific code to generate, but the result is that every person who plays through Ecco will have a unique set of codes written down by the end of it. How great is that? Here were the codes that I got whilst writing this walkthrough:

- **Undercaves:** OYNAINCW
- **The Vents:** TIDPXJDC
- **The Lagoon:** DCGJJXJJ
- **Ridge Water:** XJDITJNG
- **Open Ocean:** TXITTJNG
- **Ice Zone:** TGMIWJNL
- **Hard Water:** FDGYBUKR

- Cold Water: LCJFRQLT
- Island Zone: UZUIOQLK
- Deep Water: CJHQOQLX
- The Marble Sea: QTFUQQLV
- The Library: FDZXQQLV
- Deep City: KDOQQQLI
- City of Forever: NG UBRQLG
- Jurassic Beach: RASBUNLC
- Pteranodon Pond: INLFUNLD
- Origin Beach: DQHIUNLA
- Trilobite Circle: ITAMUNLF
- Dark Water: TTVPUNLO
- Deep Water (2): EBYZJNLJ
- City of Forever (2): RGNIGPLY
- The Tube: TSTEKMLP
- Welcome to the Machine: JLBBKMLD
- The Last Fight: FRPPOWAK

FAQs

Q. Where is the password option?

A. When you begin, swim to the left. The password screen is over there.

Q. How do I regenerate health?

A. There are a few ways. The easiest way is to eat fish by dashing into them. You can also eat food from clams or hit a statue/glyph that grants invincibility.

Q. Do I have to save the dolphins?

A. No, but if you do, you will be granted abilities that will help you throughout the rest of the game.

Q. Is there an easier way to beat the Lagoon stage?

A. Yes. If you have a dolphin following you, you won't lose a life when you run out of health. Instead, the dolphin following you will take off and your health will be restored. I recommend saving the dolphins instead though, as the rewards make the rest of the game a little easier.

Q. Does it matter what colour orb you hit on the Asterite?

A. No, as long as you get 4 of the same colour, it can be any colour you wish.

Q. I typed NNNNNNNN at the password screen. What do I do?

A. Hit reset before the nightmares start.

Acknowledgements

I have to give a shout-out to the Youtuber MegaFreak400 for multiple reasons. Not only did I discover a bunch of secrets from watching his Let's Plays, I also discovered some creatures names from him. I highly recommend you go subscribe to his channel. Like, right now!

Also, shout-out to TehMecheon who explained in his Let's Play of Ecco that if you don't hit the crystal before the time machine in 'City of Forever', you will be crushed when trying to activate it.

Another shout-out to RickyC, who made a Longplay of Ecco the Dolphin. From watching his Longplay, I discovered some very interesting hidden glyphs in the prehistoric age that add to the story. I also referred to his Longplay when I needed to write down text from certain characters or glyphs.

Thank you to Ed Annunziata and the team at Novotrade for making one of my favorite games of all time!

About the Author

My name is Xander and I am an artist/illustrator. I used to make Let's Play videos a few years ago, but gave it up because it was eating away too much of my time. Nowadays I create a lot of digital art and sometimes play games when I have the time. If reading this walkthrough helped you out and you want to show gratitude, please consider checking out my Threadless store and see if there is something you would like to purchase. There's a bunch of stuff from T-shirts, mugs, I-phone cases and framed prints so check them out at:

xanderlewis.threadless.com

I also have a DeviantArt if you wish to check that out:

etherealblade4.deviantart.com

If you can't afford anything, don't worry. Just a simple watch on my DA is appreciated. Thank you for taking the time to check out my walkthrough, and I hope it helped! Be kind to one another and have a good day all!

Bye for now.

