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**Disney's Bonkers
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Berenstain Bears™ Camping
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HARDWARE

Sega Club 6-Button Controller

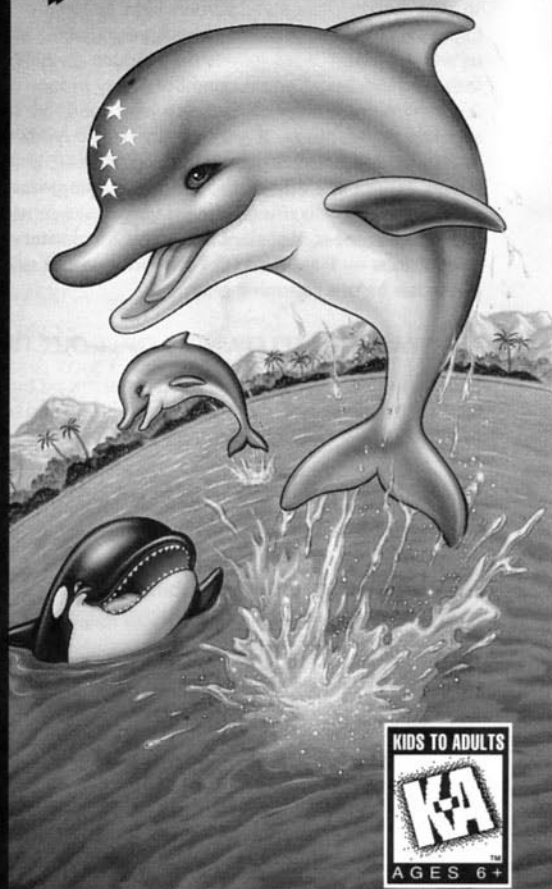
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GENESIS™
INSTRUCTION MANUAL

SEGA CLUB™

Ecco Jr.™



KIDS TO ADULTS



AGES 6+

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EmuMovies

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure 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 physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

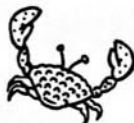
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342



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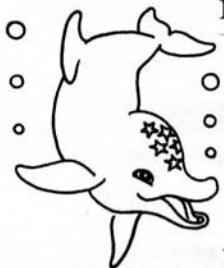
Find Big Blue!

Somewhere there is a giant whale named Big Blue. He lives in a place called the Endless Sea. He is the true king of the ocean. He is friendly and wise and, most of all, BIG. He is the biggest animal the world has ever known!

Ecco the Dolphin heard that to find Big Blue, you have to open the Crystal Doors. These are strange jewels, called Glyphs, that are the doors to the oceans beyond home.



Ecco and his two ocean friends Tara, the young orca, and Kitnee, the baby bottlenose dolphin, are very playful. They are also curious. They are ready to search for the wise, friendly giant, Big Blue.

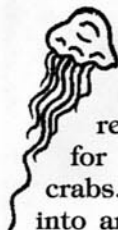


They found out that the Crystal Doors will open if they perform a task for each Crystal. Some Crystal Doors want them to find lost friends or misplaced toys. Others want them to play tag. Still other Crystal Doors want to hear music.



When the Crystal Doors get their wish from Ecco and his friends, they open up to another part of the ocean, a little closer to the Endless Sea and Big Blue.

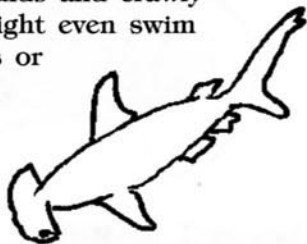
Each ocean is a wonderful playground.



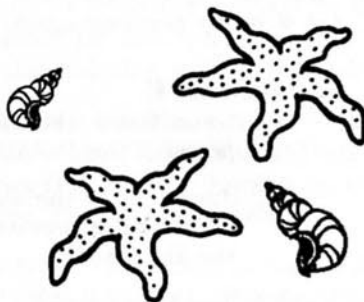
Rays skim through the water.

Seahorses wait to see you.

The stonefish look just like rocks, and the jellyfish don't really look like jelly. Search for seals, squids and crawly crabs. You might even swim into an octopus or a friendly shark!



There are many Crystal Doors to open before you can meet the biggest whale in the world. But the real fun is getting there!



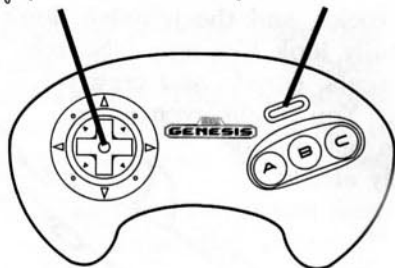
Play Controls

Start

- ✧ Start each game.
- ✧ Go back to the Friends screen.
- ✧ Play again.

D-Pad

- ✧ Swim.



Button A or B

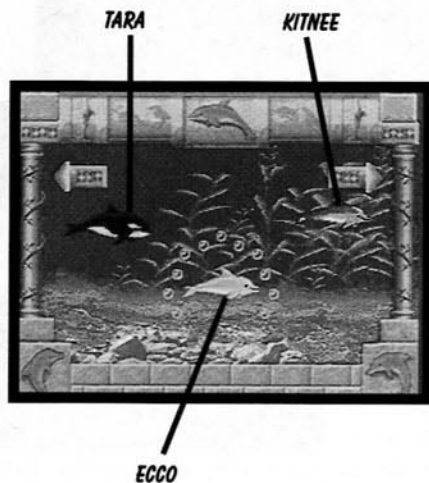
- ✧ Sing. A sound wave will flow through the water every time you press the button. Some people call this "sonar."
- ✧ Grab something, such as Baby Turtle. Touch it with your nose, then press the button. Let it go by pressing again.

Button C

- ✧ Swim faster when you're pressing the D-PAD.
- ✧ Jump out of the water when you're pressing the D-PAD UP.
- ✧ Jump over rocks.



Choose a Friend!



SWIM TO THE
RIGHT TO GET
TO HOME SEA.

Who's your favorite friend? Ecco is curious. Kitnee is playful. Tara is strong. Choose the friend you want to play with.

In the beginning, Ecco has the circle of bubbles. Use the D-PAD to make Ecco swim until he touches Kitnee or Tara. Then the bubbles will go to that friend.

Whoever has the circle of bubbles is ready to play. Press the D-PAD RIGHT or press the START button to swim on to Home Sea. Have fun!

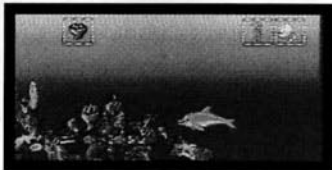
Parents' Note: You can also use a password to start the game at any level. Please see page 18.



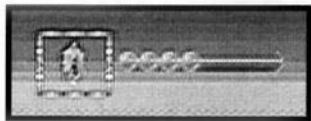
How to Play

Look for pictures at the top of the ocean. They tell you what to do.

Pictures of animals tell you to find those friends. Look for each friend and sing to it. Then its picture will float to the other side.

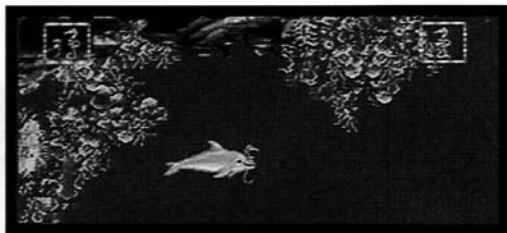


A picture with a counter bar next to it tells you to find that many.



Look for the thing in the picture. Each time you find one, another bubble goes on the bar.

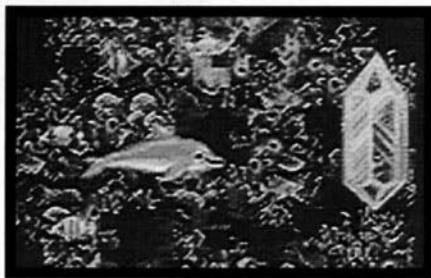
When the counter bar is full, you've found them all.



There are other jobs to do, too. Sometimes you will help a baby find its way back to its mama. Or you might be in a game of underwater tag! In some oceans, you'll put music rings in a pattern to make a song.

The pictures at the top of the ocean will always tell you what to do next.

When your task is done, find the Crystal Door. Sing to it and it will open the way to the next ocean.

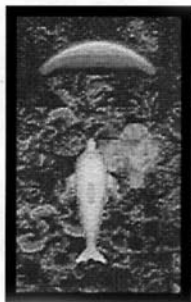


Special Tricks

Singing

Find things with Ecco's songs. Did a song come back? Then go in that direction.

A higher song means you're getting closer!



Carrying

Ecco, Kitnee and Tara can carry things, like music rings and pirate treasure.

Swim through music rings to pick them up. Sing to treasure.

Once you have something, you can carry it to where it belongs.



Pushing

Push some things to get them where they need to go.

Sing to push things. Or nudge them with your nose.

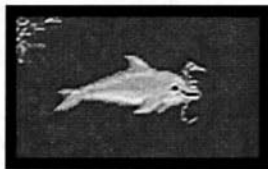


Grabbing

You can grab the Baby Seahorse and the Baby Turtle.

Touch them with your nose and press BUTTON A or BUTTON B.

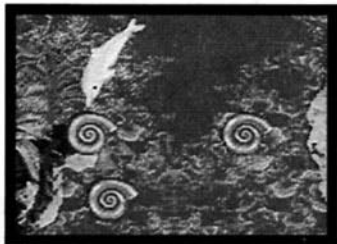
Now take the baby back to its mama.



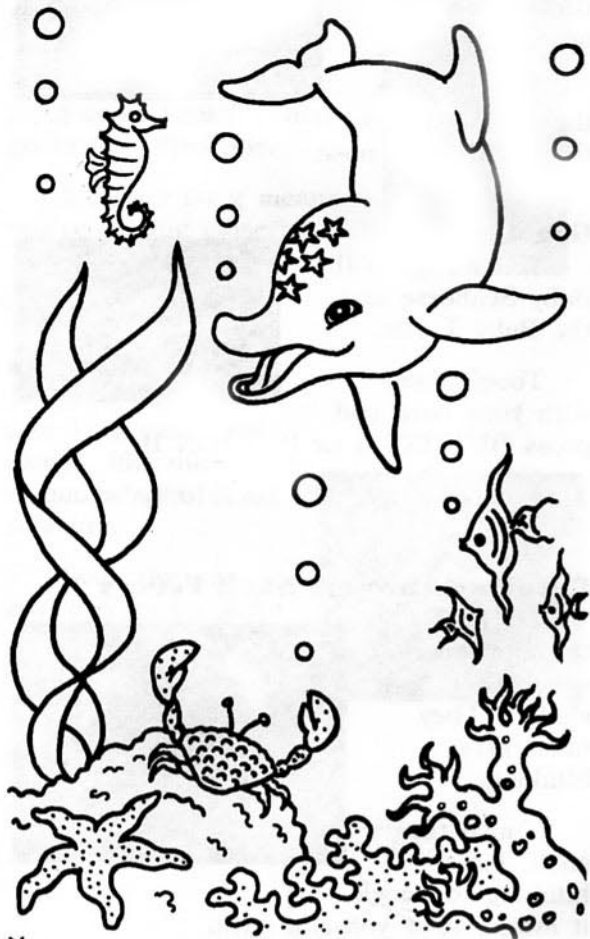
Breaking Through Shell Fences

To get through fences, watch the shells. They take turns blinking.

Touch the shell that's blinking to knock it away. Now you can swim through.



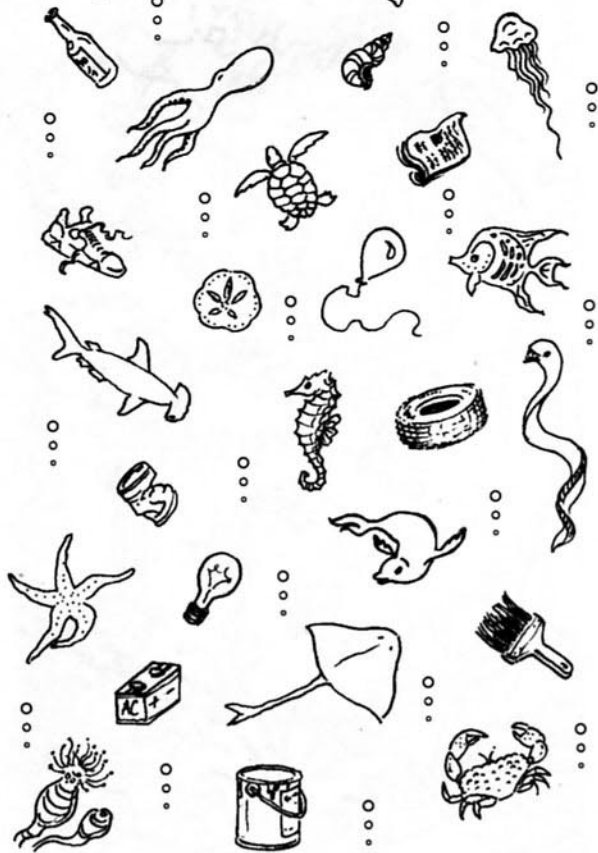
Color Our World



10

Some Things Not Fishy

Circle things that DON'T belong in the ocean.



Hint: 10 things don't belong here.

11



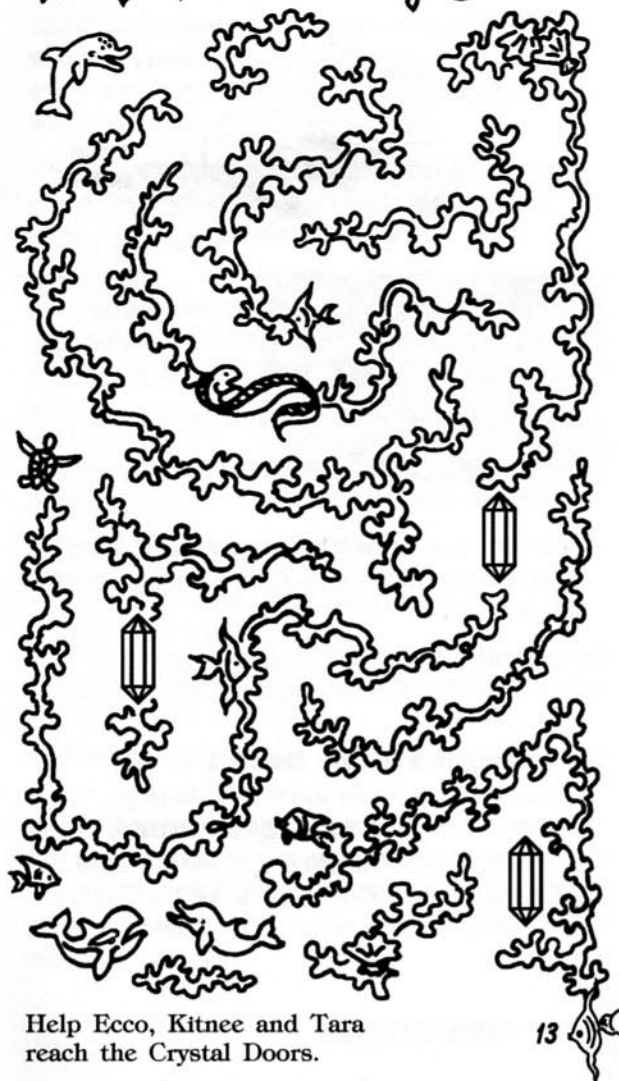
Dot-to-Dot - Ecco



12

Connect the dots and finish the picture!

A-Maze-ing Swim



Help Ecco, Kitnee and Tara reach the Crystal Doors.

13

STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual. Plug a Sega controller into Control Port 1.
2. Make sure the power switch is turned OFF.
3. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power switch ON. The SEGA screen will appear. In a few moments, the game will begin.

Important: Always turn the power switch OFF before inserting or removing the game cartridge.

Watching the Game Demos

The game demos show some ways to play. To watch them, wait at the Title screen until they begin. You can press any button on your controller during a demo to stop it and return to the Title screen.

SETTING OPTIONS

ECCO JR. is a game for parents and children to share. It's been designed especially to give you and your children plenty of opportunity to explore and play.

The Parent's Options screen lets you set up the game depending on your child's age and skill level, and how you want to play.

At the Title screen, press and hold down **Buttons A, B** and **C** together until the Parent's Options screen comes up.



To set your options:

- Press the **D-Pad UP/DOWN** to move the cursor to an option.
- Press the **D-Pad LEFT/RIGHT** to change the option's setting.
- Press the **Start** button at any time to begin.

Facts About Dolphins

This option takes you to the Sea of Knowledge. Here, you and your child can share the discovery of many interesting facts and notions about dolphins like Ecco.



Mode

In NORMAL mode, you and your child finish a task in each ocean. This is the challenge mode, in which the learning of each level adds to the success of the next. In EXPLORATORY mode, you and your child search out the wonders of each ocean, without having to complete a task. This mode presents hours of looking, adventuring and fun. See what you can find in Ecco's world!

Music

Turn the game's music ON or OFF.

Autosonar

With this option ON, Ecco and his friends will automatically "sing" while exploring. This makes the game easy to play for very young or handicapped children. When OFF, your child chooses when to sing by pressing **Button A** or **B**.

Difficulty

Play an EASY (beginner), NORMAL or HARD game. The number of games increases as the Difficulty level gets harder, so that your child meets more challenges before finding Big Blue.

EASY 11 oceans

NORMAL 17 oceans

HARD 27 oceans

Go to Level

Press the **D-Pad** RIGHT/LEFT to choose the level you'll start with.

Start Game

Go on to the Friends screen to begin the game.

CHOOSING YOUR CHARACTER

You can play the game as Ecco, as Tara the baby orca (killer whale), or as Kitnee the young Atlantic dolphin, who is darker gray than Ecco. All three characters belong to the dolphin and porpoise family.

Press **Start** at the Title screen to display the Friends screen (shown on page 5). A circle of bubbles surrounds the character who's chosen.

You can switch characters easily. With the **D-Pad**, move the bubbled character to touch either of the other two friends. The bubbles will switch to your new choice.

Switching Characters During Play

You can change your character at any time while playing. Press **Start** to pause the game and return to the Friends screen. Then move the bubbles to a different character. Press **Start** again to re-enter the game exactly where you left off, this time controlling the new character.



USING PASSWORDS

Each level in *ECCO JR.* has a three-letter password, shown on the Title screen and also in the Game Levels section of this manual. Each letter has a corresponding sea-creature symbol so a child can enter the password by choosing a creature instead of a letter. For example, letter “C” is a crab, “S” is a snail and “J” is a jellyfish.

You can play any level you want by going to the Password screen and entering its password.

1. Choose a character on the Friends screen. Then swim to the left to enter the Password screen.



2. Press the **D-Pad LEFT/RIGHT** to select a letter/symbol with the orange box.
3. Press **Button A, B** or **C** to enter that letter/symbol in the password at the bottom. After you make an entry, the orange box in the password will move to the next space.
4. Enter all three letters/symbols, and then press **Start** to begin the selected level.

Note: If the password is incorrect, the entry will erase when you press **Start**.

PLAYING THE GAME

Normal Play Mode

In **NORMAL** mode, each level of *ECCO JR.* asks your child to complete an entertaining task, and then find the Crystal Door to exit the level. Along the way, an ocean full of beautiful marine life awaits your child’s exploration.

1. Begin *ECCO JR.* from the Friends screen by swimming to the right or pressing **Start**.
2. The first level’s Title screen appears. Read the task, and then press **Start**.
3. Play through the level, using sonar (**Button A** or **B**) to complete the task.
4. Find the Crystal Door. Use sonar to break the crystal apart and exit the level.
5. Each level ends with a Score screen, showing how many levels you’ve finished. Press **Start** to begin the next level.

Task Descriptions

A task description appears at the beginning of every level. Read this to your child as a way of explaining what you’ll be doing as you play through the level.

Object Boxes

Object boxes on the top left side of the screen show your child what to search for. Capture the object and the box moves to the right side of the screen.

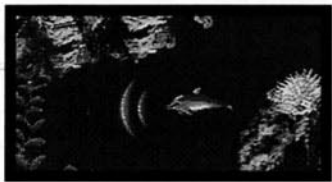


A counter bar appears to the right of the box when your child needs to search for multiples of the same item. Each time your child finds one of the items, a bubble is added to the bar. Search for objects until the bar is filled with bubbles.

ECHOLOCATION: SIGHT IS SOUND

Dolphins see with their eyes, just like we do. But they see the underwater world best with sound. They emit sounds that bounce off objects and ricochet back. The return sound is rich with information about size and distance of objects in their aquatic universe. They “see” by listening.

You and your child can find objects in the same way. Sing! Search for objects by pressing **Button A** or **B**.



When the sound hits the correct object, the object box flashes and the sound wave returns.

What you're looking for is in the direction of the return wave. You may have to detour around rocks or break through barriers to get to it. Just keep singing, watching the return wave, and moving in that direction. As you get closer to the object, the pitch of the return sound changes.

When you see the object, sing directly at it. As the sound wave touches the object, it is “found.”



TRANSPORTING OBJECTS

- Found objects such as music rings and treasure will follow Ecco, Tara or Kitnee. These items will automatically float to their places when your child takes them to either the blue music ring pattern or to the treasure chest.
- In some games, small fish and shells will join in a circle around the character, until all the items are found and the task is completed.
- In some games, Ecco and his friends can “nudge” small fish or shells by “singing” to them and pushing them with their noses.
- You can “grab” baby animals to return them to their mothers. Touch the baby with your character’s nose and press **Button A** or **B**. Pressing the button again releases the baby.

FINDING THE CRYSTAL DOOR

When a task is completed, a box showing the Crystal Door appears on the top left. This is the signal to search for the Crystal Door, which is always located on the far right of the play level. Find the crystal and sing to it. It will break apart, letting your character exit the level. The Score screen will appear. Press **Start** to go on to the next level.



EXPLORING ECCO'S WORLD

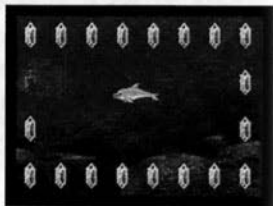
An additional way you and your child can share the adventure is by exploring Ecco's oceans. You can interact with sea life that is not part of the level's task, just for the fun of it. For example, Ecco can make the sea spiders bounce to let him through a passage.

You can play a game that is exploration only, without tasks. On the Parent's Options screen, select the Mode option and change its setting to EXPLORATORY. Then press **Start** to begin the fun! (See page 15 for Parent's Options.)

THE SEA OF KNOWLEDGE

The Sea of Knowledge is a special treasury of dolphin facts and lore that you can explore.

1. On the Parent's Options screen, select the top option, Facts About Dolphins, and press **Start**.
2. Once in the Sea of Knowledge, use the **D-Pad** to select different Knowledge Crystals. Selected crystals turn blue.
3. Press **Button A, B** or **C** once to read the crystal's question, and again to read the answer.
4. Press **Start** to exit the sea.



GAME TYPES

Scavenger Hunt

Many of the games in *ECCO JR.* involve a search for objects and sea life. Most objects are easily seen and require only a short search to find.

Hide and Seek

Some of the objects and sea life blend in with their surroundings and appear to be hidden. You must look at things more closely to find them.

Tag

Chase down a friendly dolphin or orca and tag it with a circle of fish, shells or crystals. Then rush for the Crystal Door before it tags you back!

Collecting and Matching

Find ocean treasures and bring them together. Find musical rings and match them to blue ring patterns in the ocean. They make music when you swim through them.

Roundup

Gather a group of shells or fish into caves.

Follow the Leader

Find another dolphin, and follow him to the Crystal Door.

Rescue

Reunite a lost baby with its mother or a lost item with its owner.

Keep Away

Try to take your treasures all the way to the Crystal Door before the playful dolphins get them.



GAME LEVELS

Home Sea

Password: CSJ
Game Type: Hide and Seek
Skill Levels: Easy, Normal, Hard

Task: Songs help you find things. Sing songs to find your friends. Then sing more to find the big Crystal Door.

Play Hint: Sing and watch which direction the echo comes back from. A friend is in that direction.

Aqua Maze

Password: CFR
Game Type: Hide and Seek
Skill Levels: Easy, Normal, Hard

Task: Sing to all the colored crystals until none are left.

Play Hint: Win a bubble for every five crystals you find.

Bay of Songs

Password: HOF
Game Type: Hide and Seek
Skill Levels: Easy, Normal, Hard

Task: Search for three more musical friends.

Play Hint: One friend is almost invisible.



Seal Rocks

Password: RCL
Game Type: Rescue
Skill Levels: Easy, Normal, Hard

Task: Find the seal, and help him find his ball. He'll show you a seal trick.

Play Hint: Get "nosy."



The Sea of Music

Password: JHO
Game Type: Collecting and Matching
Skill Levels: Easy, Normal, Hard

Task: Find each gold music ring and bring it to its matching blue partner. Swim through all the rings to make a song.

Play Hint: A five-ring song opens the Crystal Door.

Octopus Passage

Password: ROC
Game Type: Collecting and Matching
Skill Levels: Easy, Normal, Hard

Task: The swordfish know about the octopus passage. Find them all.

Play Hint: Take a right to get to the left.

The Enchanted Sea

Password: OSH
Game Type: Tag
Skill Levels: Easy, Normal, Hard

Task: Play Crystal Tag! Touch your friend and run for the exit before he tags you back.

Play Hint: Stay close to the Crystal Door and swim fast!

Mysterious Ridge

Password: HRL
Game Type: Collecting and Matching
Skill Levels: Easy, Normal, Hard

Task: Find all the pirate treasures. Then fill up the treasure chest.

Play Hint: It takes all five treasures to unlock the chest.



Vents of Pearl

Password: JRF
Game Type: Collecting
Skill Levels: Easy, Normal, Hard

Task: Sing to the oysters and some of them will give you their pearls.

Play Hint: Trust your song to find the right oysters.

Treasure Caves

Password: SLR
Game Type: Collecting and Matching, Keep Away
Skill Levels: Normal, Hard

Task: Find the treasures and take them to the Crystal Door. Look out! The playful dolphins like treasures, too.

Play Hint: Swim away fast from your friend's song waves.

Ocean Tag

Password: FCJ
Game Type: Tag
Skill Levels: Normal, Hard

Task: You're It! Tag a friend to give him the shells.

Play Hint: Swim to the Crystal Door fast before your friend gives back the shells.

The Fish Caves

Password: CRS
Game Type: Roundup
Skill Levels: Normal, Hard

Task: Sing to the fish to push them into the caves. The seahorses will keep them there.

Play Hint: Swim slowly and sing a lot!



Turtle Islands

Password: LJS
Game Type: Roundup
Skill Levels: Normal, Hard

Task: Mama Turtle lost her egg. Find it and sing until it hatches. Then nudge Baby Turtle back to her mom.

Play Hint: Hold on to baby, or it's back to the egg.



The Lagoon of Stonefish

Password: FSL
Game Type: Hide and Seek
Skill Levels: Normal, Hard

Task: Five stonefish are sleeping in the rocks. Can you wake them up?

Play Hint: Sing to find these nearly invisible sleepers.

Dolphin Ride

Password: OFJ
Game Type: Tag
Skill Levels: Normal, Hard

Task: Tag your friend and give him the fish. He's chasing you, too. Find the Crystal Door fast!

Play Hint: Don't get stuck with the fish. Go fast!

Seahorse Reef

Password: LOH
Game Type: Rescue
Skill Levels: Normal, Hard

Task: Baby Seahorse lost her way. Help her get back to her mom.

Play Hint: The higher the note, the closer you are.



Melodic Waters

Password: FLR
Game Type: Collecting and Matching
Skill Levels: Normal, Hard

Task: Bring all the rings to their places. Each one adds its chimes to the ring song.

Play Hint: Swim through all the rings to open the Crystal Door.

Fish Reef

Password: FJF
Game Type: Collecting and Matching
Skill Levels: Hard

Task: Sing to the smallest fish and they will join you.

Play Hint: Your lucky number is eight.

The Ocean of Mimicry

Password: CCJ
Game Type: Follow the Leader
Skill Levels: Hard

Task: Follow a dolphin friend and "follow the leader." He'll take you to the Crystal Door.

Play Hint: Stay close. He's tricky!

The Lagoon of Songs

Password: JLL
Game Type: Hide and Seek
Skill Levels: Hard

Task: Find three more friends.

Play Hint: Rocks make you take many turns.



The House of the Hermit Crab

Password: HRR
Game Type: Rescue
Skill Levels: Hard

Task: Hermit Crab forgot his way. Find him and take him home.

Play Hint: Put your nose to work!

Shark Sea

Password: SCS
Game Type: Hide and Seek
Skill Levels: Hard

Task: A family of sharks has come to play. Find them all. Look hard. They move around.

Play Hint: Poke the flashing shells to break the fence.

The Magical Ocean

Password: LSL
Game Type: Collecting
Skill Levels: Hard

Task: Put all the small crystals in your floating circle and take them to the Crystal Door.

Play Hint: Some crystals are shallow, and others are deep.

The Bay of Scattered Song

Password: SSR
Game Type: Collecting and Matching
Skill Levels: Hard

Task: Find all the music rings and swim through them to play a song.

Play Hint: Look far and wide.



Shell Roundup

Password: CRS
Game Type: Roundup
Skill Levels: Hard

Task: Push the floating shells into the caves and make the seahorses happy.

Play Hint: Aim your song carefully.

Meeting Maze

Password: RHJ
Game Type: Hide and Seek, Follow the Leader
Skill Levels: Easy, Normal, Hard

Task: Join up with your friends for underwater fun.

Play Hint: One friend is high and one is low.

The Endless Sea

Skill Levels: Easy, Normal, Hard
Play Hint: Big Blue is waiting to hear your song!



CREDITS

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<i>Artist</i>	Edit Matis
<i>Music</i>	Gabor Foltran, Laszlo Fazekas, Andy Amor (DMP)
<i>Programming Aid</i>	Balazs Papai, Gyongyi Mezei
<i>Hardware Support</i>	Lajos Szabo
<i>Test Lead</i>	Christine Watson
<i>Assistant Test Lead</i>	Sean Doidge, Sean McInnes
<i>Testers</i>	Crisi Albertson, Jeff Martin, Rachel Bristol, Richie Hideshima, Dana Green, Jeff Kessler, Edward Riel, Adrien Szabo, Vera Mero
<i>Manual</i>	Carol Ann & Neil Hanshaw
<i>Manual Art</i>	Brian Ransom
<i>Special Thanks</i>	Sarah Rome, Whitney Rome, Andrea Eszterhai, Christine Bertoglio, Charlie Altekruise, John Gillin



LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

