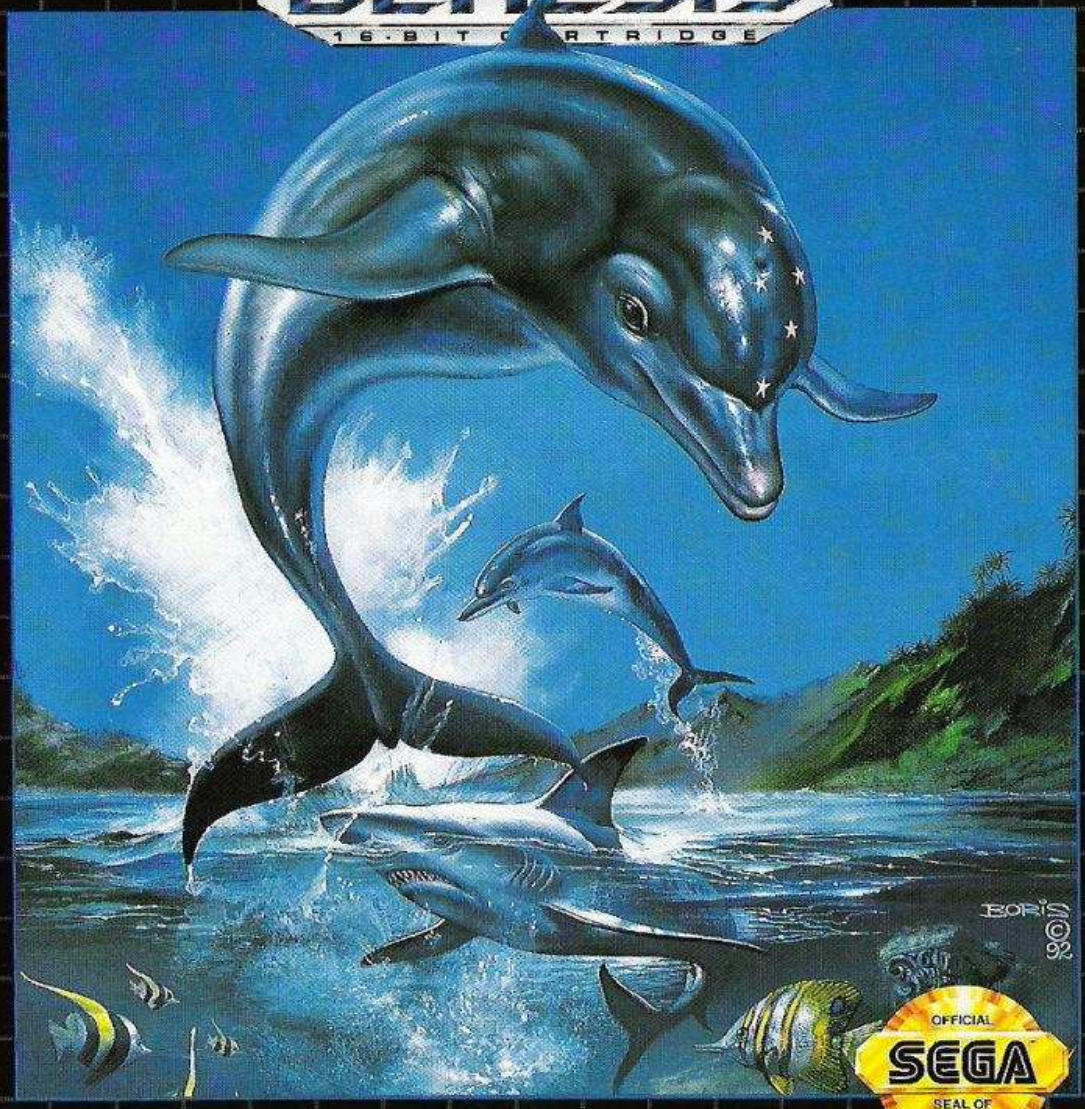
SEGA GENESIS

16-BIT CARTRIDGE



OFFICIAL SEGA SEAL OF QUALITY

ECCO THE DOLPHIN™

Ecco The Dolphin 1.0 By Burkess

Welcome to Ecco The Dolphin. What starts as a fun day with his pod leads to Ecco discovering an evil alien force called the Vortex periodically invade the planet for food every 400 years, and they ate his family.

This leads him to eventually confront the Vortex Queen, the leader of the Vortex, and take her down to save his family and all the other sea creatures she planned to consume.

But none of that has happened yet.

You'll need these.

1000 Ecco Points.

Locations:

1. Earth. Any location of your choice on it.
2. Planet Vortex. It's no longer capable of producing enough food for the Vortex, and so they attack the Earth. The Vortex Queen lives here.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Ecco Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Be An Animal: Optional and free. Do you want to be a dolphin like Ecco? Or perhaps a shark, or a whale? Now is your chance. You, too, can become a highly intelligent animal like the ones in this world.

Ramming Attack: Attack by ramming into things. It transfers all impact and momentum into your target, in a manner reminiscent of how a marble or pool ball works. This doesn't hurt you to perform, regardless of how hard you slam into something. The faster your acceleration, the greater the damage.

To Swim Like A Dolphin: Regardless of the form you're in, you have the ability to swim at the same speeds and with the same skill as a dolphin. You can also hold your breath as long as a dolphin can, and dive deep like they do.

Sonar Waves: Enables you to release a sonar wave, like Ecco. It fills in a mental map of the area, giving you a lay of the land of everything it touches when the waves bounce back to you. On land, it becomes echolocation and works the same way.

You're able to learn new tricks with your sonar, such as using it as a weapon. Your Death Sonar can inflict damage on those it comes into contact with, and Confuse Sonar muddles the minds of your targets.

Eating For Health: Anything you eat rapidly gets digested and becomes energy for you to use. It also heals your wounds. Consuming numerous fish would let you fully heal up after a vicious shark attack.

Swim Across The World: Your stamina is limitless and your body no longer tires. Your body treats moments of downtime the same way it would sleep.

Singing: This is the technique the creatures in this world use to communicate with each other. It allows you to speak to any being capable of thought, and it allows you to interact with technology. Singing at a console would work the same as if you'd typed on it.

Technique Tutor: You can teach people expansions of their current capabilities. This allows them to find a new use for their current power, something they were incapable of before. This allows you to help them develop a number of alternate uses for their powers, at an equal or lesser level of strength as the other expressions. It can also be used to develop new uses for your own techniques.

For example, if your dolphin friend could already use sonar, you could teach him alternate forms of it. Such as a variant that confuses someone, or hurts enemies.

Puzzle Solver: Grants an extra sense for solving puzzles and complex issues. It allows you to visualize any solutions and attempts that have been made previously and makes educated guesses as to what the answer is. The solutions that don't work further refine this sense and lead to more accurate answers using the data you've collected.

Never Forget: Your memory is expanded to have an infinite capacity, and anything relevant you'd need to recall comes to mind instantly.

400 year Prophecy: Grants you the gift of prophecy. For long term events. It enables you to see potential future outcomes many years in the future, but nothing of the short or midterm. To understand how they came about, you'll need to work backwards. Like the Atlanteans who knew that Ecco would one day defeat the Vortex Queen, you too can set up events years in advance to help a prophecy come true.

Atlantis Engineer: You gain the same technical skills that the people of Atlantis had. They built computers, crystals that record messages called Glyphs, and most impressively, a working time machine. Their secrets are now yours, and you can recreate and improve upon anything they invented.

Asterite's Blessing: The same blessing the Asterite may give to Ecco. It enables you to constantly regenerate health, upgrades the power of any sonar abilities you have, and live without air.

The Prophesized Hero: If there's a prophecy that predicts a hero will arrive, you can also become the subject of that prophecy. If there are people who need saving, you can become the hero who saves them. The universe will work with you to help enable you to do this, and will give you opportunities you can use to help people.

Anti Regeneration Field: An energy field you emit strips people of healing effects in your presence. Any attempts your enemies make to heal or restore their bodies simply fails.

Not Really Defeated: Enables you to fake your defeat. When you activate this ability, you'll leave behind convincing evidence of your demise, creating a fake corpse that would pass a

DNA test. This process can optionally create a large, vision obscuring explosion, letting you harmlessly blow yourself up and escape from your fake remains.

Be An Asterite: You become an Asterite. You're a guardian of the ocean and are made of a series of orbs in the shape of a DNA strand. Each of your orbs adds to your power, but you lose strength if the spheres that make up your body are taken from you. In order to permanently die, all of your orbs must be taken and destroyed. The passage of time has no ill effects on you. The Asterite who exists in this world has been alive since prehistoric times.

You're able to share power with others and give them boons, giving them a direct line to portions of your power. This lets you empower them with abilities you've got, at the cost of temporarily not having access to the power you're sharing with them.

You can attune yourself to any body of water and communicate with all beings within that water. The Asterite of this world is capable of speaking to every ocean creature at the same time telepathically, and you'll be able to do similar feats. You're aware of everything that happens within a body of water you're attuned to, and eventually you'll be able to attune to all bodies of water that cover a planet at once.

Vortex Queen: You're a Vortex Queen. A powerful alien life form of enormous size and cunning. You have multiple means of creating more of your species, from spawning them from your body, or creating them as larvae.

The Vortex you create are drones who exist to serve you and obey your every command. Your body has a regenerative healing factor that can repair damaged parts of your itself, and let you regrow amputated pieces near instantly, but taking a lot of damage in a short amount of time slows your regeneration briefly.

When you take damage, you release damaging spheres from your body in retaliation that explode on impact. Your most powerful move is your suction attack, which allows you to rapidly suck things up and consume them whole. You then use the nutrients obtained to grow your body. Which in turn enables you to produce more Vortex, and improves the power of your suction.

The Vortex Queen is an extinction level event capable of wiping out all life on the planet by consuming all of its organic material, and now so are you. You're able to revert to earlier stages of your development, such as turning into a larvae, should you feel the need to.

Conqueror's Legacy: Gives you the same mind for warfare that the Vortex Queen has. You're well versed in how to lead an invasion, seize opportunity and wage war. Without Ecco stopping her, the Vortex Queen would have eliminated most life on Earth to feed and grow her Vortex army. If you had her resources, you have the brains to know how to do the same thing.

Vortex Secrets: Grants you knowledge of the Vortex technology. It lets them cover a planet in metal installations and create tubes of water to enable aquatic species to travel. They used this tech and its advanced weapons to destroy Atlantis. It also covers genetic engineering to create new lifeforms, including cybernetic beings.

Sing Of You Forever: You'll now always be rewarded for your good deeds, in proportion to how impressive it was and the scope of the positive impact you had. You'll always be compensated in some way, if not from those you helped, then somewhere down the line. Be it windfalls, lucky breaks, good fortune, and so on.

Items:

The Ocean: It's the ocean! Yes, you have a copy of the entire ocean from this world here. You can choose to drop it anywhere you want in future jumps.

Glyphs: An endless supply of every sort of Glyph from this world. They need to be installed first, but then they're good to go.

Time Machine: A working time machine. It can take you to the future and the past. You're able to use a mental command to have it teleport you back to the present.

Vortex Queen Egg: An egg that'll hatch a Vortex Queen. You get a new one every jump. Said Queen will be loyal to you for hatching her.

Atlantis: A copy of Atlantis, from before it fell. It can optionally come with people, too.

Planet Vortex: A copy of Planet Vortex. Your version can produce enough food to feed any number of Vortex.

Delphinus: A constellation that follows you to new settings. Gazing upon it will grant someone an affinity for swimming and the ability to speak to animals that live in water. Gazing upon it again will create a Vortex Queen, an Asterite, and grant animals in the setting the ability to **Sing**, along with increasing their intelligence dramatically.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Ecco tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when either Ecco or the Vortex Queen is defeated. Unless a drawback says otherwise.

Be The Main Character: You are Ecco. You must defeat the Vortex Queen and stop the Vortex from erasing all life on Earth.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You are not allowed to leave the jump until at least 90% of all aquatic life on Earth has been eliminated. You may ally with the Vortex Queen to accomplish this, unless she hates you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Ecco points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've on the radar of the Vortex, and they'll target you, specifically. The Vortex Queen begins the jump believing that you're the greatest threat to her rule.

Constellation Scars: At some point during this jump, you'll be mauled by a shark and the scars leftover will be in the shape of a constellation, similar to the marks on Ecco's head. The marks will remain until the end of the jump.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?