

Ecli

## Instruction Booklet - Sample



## Contents

Story .....	2
Definitions.....	3
Controls .....	4
Getting Started .....	6
Gameplay.....	8
Ecosystems.....	10
Puzzles.....	12
Quantum Gates.....	16
Charge Stations .....	18
Additional Considerations....	20
Credits.....	21

## Story

In the distant future, long after human extinction, a small population of Eclis had come to inhabit a remote tropical island. Their curiosity and intellect led them to discover and re-engineer many human inventions, elevating the Eclis into a new type of technological society.

Before passing, as had become tradition through the generations, their Rex's last decree set forth a means by which to determine a worthy successor:

*The Ecli who can restore the four Ancient Power Sources originally developed by the humans, and then use that power to unlock the message of the Ti Stone, shall lead as the next Rex.*

Knowing the challenges ahead, one brave and clever Ecli, Dev, stepped forward to try...

## Definitions

**Ecli** [*ē-kīlī*]    *noun, plural* **Eclis**

*colloquial:* an intelligent, curious bubble of gelatinous goo

*scientific:* a cephalopod in the taxonomic family *Eclidae*, with a spherically shaped body, two short legs, and binocular color vision, capable of storing and releasing electrical energy, with respiration capabilities in both air and water

**Ecglyph** [*ēk-glīf*]    *noun, plural* **Ecglyphs**

*colloquial:* an Ecli number symbol

*scientific:* the written form of base-ten number symbols used by Eclis, with Arabic equivalent integers represented from 0 through 9, often with the quantity of the symbol's value represented in its iconography

**Ti Stone** [*tī-stōn*]    *noun*

*colloquial:* a large titanium tablet with hidden inscriptions

*scientific:* a large tablet, concealed deep within the caves of Luma, composed of a titanium composite that, when submerged in an electrolytic fluid and subjected to electric current, anodizes to display the leadership model of the Ecli Rex

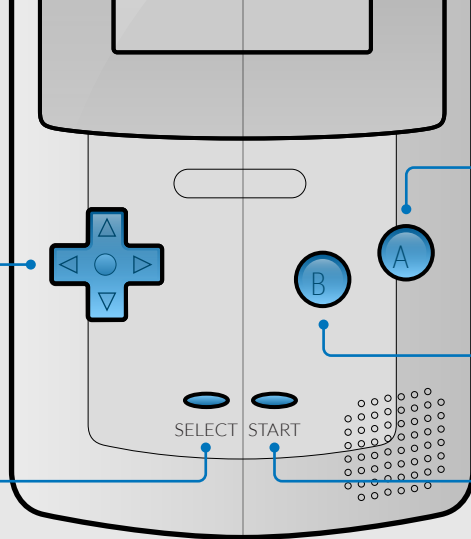
## Controls

### Directional Pad

Dev will move in the direction of the button that is pressed.

### Select

Press for a Puzzle hint, but only after a certain amount of time has passed.



### A

Press to jump.  
Press repeatedly to swim.  
Press and hold to fly, but only when charged.  
Press to advance or dismiss on-screen text.

### B

Press to move Bubbles or push on-screen Buttons.

### Start

Press at the Title Screen to begin the game.

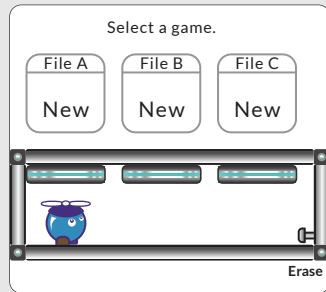
# Getting Started

## Starting the Game

Insert the Ecli game pak into a Game Boy Color or compatible system, and switch it on. Or, if using an emulator, open the **Ecli.gb** ROM file. Once Dev flies to the center of the Title Screen, press the **START** button.

## Game Select Screen

To begin playing, use the **Directional Pad** to move Dev to any of the three Game Files, and then jump into the Gate below the corresponding Game File, using the **A** button.



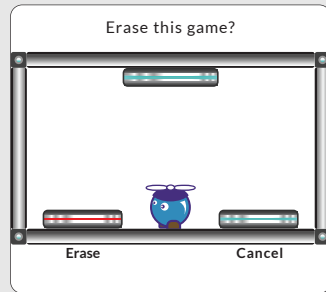
Game Select Screen

## Saving

The game in play is automatically saved when a Power Key is activated or when a Power Source is restored.

## Erasing a Saved Game

On the Game Select Screen, use the **Directional Pad** to move Dev to the far right of the screen, to the Erase Button. Then, press the **B** button to activate the Erase function. The Gates will turn red. Use the **Directional Pad** and the **A** button to jump into the Gate below the Game File to be erased. Finally, on the Erase Screen, jump into the red "Erase" Gate.



Erase Screen

# Gameplay

## Objective

To complete the game, help Dev become Rex by unlocking the message written into the Ti Stone.

Find the Ti Stone by exploring the island's four Ecosystems, discovering Tablets and solving Puzzles along the way. With each Puzzle solved, a Power Key will activate. As more Power Keys become active, their power will be directed to various Charge Stations, which will allow Dev to explore further.

There are nine Power Keys in each Ecosystem. When at least seven of them are active, Dev will gain access to that Ecosystem's Energy Puzzle. Solve the Energy Puzzle to restore the Ecosystem's Ancient Power Source. Restore the Ancient Power Source in all four Ecosystems to gain access to the Ti Stone.

## Tips + Tactics

Use the [Directional Pad](#) and the [A](#) button to move Dev around the island's Ecosystems. Use Quantum Gates and Charge Stations to explore new areas, and be sure to carefully read each Tablet found.

Avoid the many dangers that dwell on the island, as contact with them will cause Dev to briefly go into shock. No interaction on the island is truly harmful though, and Dev will always return to normal after a few seconds.

To see how many Puzzles have been solved in an Ecosystem, or to review Tablets that have been found, enter one of the four Status Gates, which are found near the entry point of each Ecosystem.

Ecosystems and Puzzles have no time limits, so each can be freely explored at any pace.

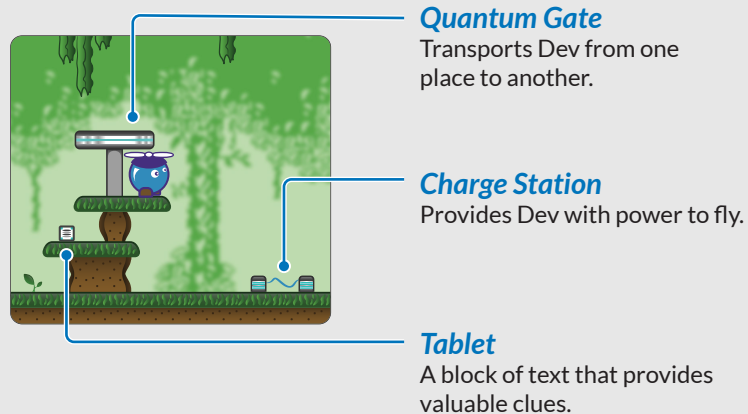
## Ecosystems

The Eclis' island has four Ecosystems to explore. Each Ecosystem is an environment with communities of interacting organisms, and each is a unique habitat populated with forms of life found only there. In each, there are several animals, and sometimes other organisms, that should be avoided. Dev must learn through exploration which creatures are safe to interact with and which are not. Dev must also be careful not to unintentionally fall into any Return Gates, or he will be transported back to the entry point of the Ecosystem.

The island's four Ecosystems are:

<b>Vara</b>	[vā-rə]	Lush, tropical jungle.
<b>Zyli</b>	[zī-lē]	Freshwater forested swamps.
<b>Miru</b>	[mēr-ü]	Rocky coastlines and colorful ocean reefs.
<b>Luma</b>	[lū -mə]	Bioluminescent geothermal caves.

## Ecosystem Interactive Items



## Puzzles

Each Puzzle is unique, and each requires some experimentation or play to determine how to solve it. When a Puzzle has been solved, its Power Key will unlock. The more Power Keys that are unlocked and activated, the more places Dev can explore.

Many Puzzles contain Buttons. To push a Button that is on a floor or ceiling, jump down onto or up into it, using the **A** button. To push a Button that is on a wall, walk up to it, and then press the **B** button.

Some Puzzles contain Bubbles that can move. When Dev is standing on a Bubble Grid, press the **B** button, and the corresponding Bubble will move to Dev's location.

## Puzzle Interactive Items

