

Player's Guide - Sample

Puzzle solutions, maps, concept art, and more!

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From the Developer

Ecli is a project I've wanted to bring to life since I was a kid, back in the 1980s and 90s. I have always loved the games of that era, and I have always wanted to make one of my own. As far back as the second grade, I can remember making paper versions of video game ideas with friends, moving the tiny cutouts along the pages, and imagining what they would be like as real video games. Growing up, and as an adult, a lack of advanced programming knowledge was always my limiting factor... until now. Thanks to Chris Maltby and GB Studio, I've been able to realize my childhood dream of creating a vibrant game that the younger me would have loved.

The game's protagonist, a tiny bubble of gelatinous goo, was a character I created while in college, in the early 2000s. When I showed him to a group of friends, I told them his name was Dev. I told them that I knew *who* he was, but I didn't know *what* he was, i.e., what his species was. Without hesitation, one friend confidently asserted, "He's an Ecli." I loved it, and I asked how she came up with something like that so quickly. Her response was, "I drive a Mitsubishi Eclipse, but the 'P' fell off of it, so now it's an 'ECLI SE.'" With that, the Ecli was born.

Ecli for the Game Boy Color is a challenging puzzle platformer, taking inspiration from games like Nintendo's Super Mario Bros., Cyan's Myst & Riven, Disney/Capcom's Ducktales, and Sierra's The Incredible Machine. Ecli has large environments to explore and more than forty unique mechanical logic puzzles to solve. There are no time limits, no dying, and no game over. It's a game that can be played at any pace, in quick 5-10 minute stints, or for hours at a time. Progress is automatically saved each time a puzzle is solved, so the game can always be picked up right from where it was put down. My hope is that Ecli will be fun to play with a group of friends, as a solo game of brain-teasers, or as a new kind of challenge for speedrunners.

To everyone who has supported me through the creation of Ecli, and to those who have just discovered it and decided to give it a try, thank you. I hope you love playing Ecli as much as I've loved making it.

A handwritten signature in a stylized, cursive font that reads "Teret". The signature is written in a dark, pixelated or dithered style, with a horizontal line above the first few letters and a vertical line extending downwards from the end.

Puzzle Pages Layout

In the following pages, each Puzzle is laid out and described like this:

Ecosystem and Puzzle Number

What needs to be done

What the unsolved Puzzle looks like

What each Button in the Puzzle does

What items or features are in the Puzzle

How to solve the Puzzle

Step-by-step solution

What the solved Puzzle looks like

Vara Puzzle 1

Move the Horizontal Array all the way to the right.

Horizontal Array

Selector

3x Vertical Arrays

Button 1 Button 2 Button 3

This Puzzle has a Horizontal Array that can move left to right, three Vertical Arrays that can move up and down, and a Selector to indicate which Vertical Array is being manipulated.

Button Functions

- Button 1** Moves the Selector to the next Vertical Array.
- Button 2** Moves the Vertical Array above the Selector upward by one unit. When a Vertical Array reaches its topmost position, it will move back down to its bottommost position.
- Button 3** Sends the Horizontal Array from the left to the right. If the Horizontal Array contacts a Vertical Array, it will move back to its initial position.

Solution

Use Button 1 and Button 2 to move the Vertical Arrays such that their empty spaces are in line with the Horizontal Array. Then, push Button 3 to move the Horizontal Array to the right.

2x Button 2 > Button 1 > Button 2 > Button 1 > 3x Button 2 > Button 3

How to solve the Puzzle

Step-by-step solution

What the solved Puzzle looks like

V A R A



Vara Fauna



Common



Midnight



Amber



Fire

Hummer

Tiny jungle hummingbirds with transparent wing feathers.

These small birds feed primarily on Tusk Flower nectar, and each has adapted to feed at a specific species of Tusk Flower. Hummers are territorial and aggressive with other Hummer species, but tend to be skittish around other animals.



Sleeping



Awake

Skyhorse

A nocturnal mammal descendant from bats.

Skyhorses are the only mammals known to have blue fur. The Skyhorse "tail" is actually a single elongated toe used to wrap around and grip its perch. Skyhorses feed mainly on the nectar and insects found in Sora Flowers. Although they sleep during the day, Skyhorses are sensitive to subtle vibrations around them and will wake to attack anything that comes near them.



Thorn Snail

A forest-dwelling mollusk with a red, spiked shell.

These slow-moving creatures are found both on the ground and in the canopy. They meander back and forth in search of food particles. The spikes on their shells are razor-sharp and can result in painful encounters if touched.



Timber Frog

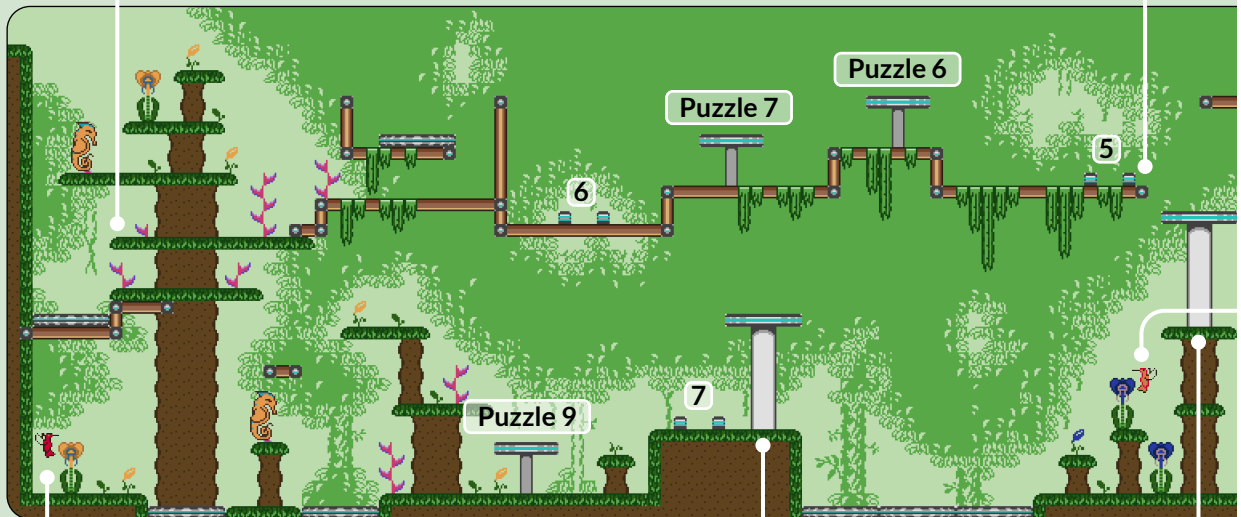
A poisonous frog with large eyes and short legs.

These curious amphibians hop to investigate anything that approaches them. Although not aggressive, the noxious liquid excreted from the pores on their skin will cause an instant burning sensation to any creature that touches it.

Vara Ecosystem Map: Area 2

Tip: If you commit to running left, when the Skyhorse attacks, you'll land on the edge of the Return Gate and will not fall in.

Tip: Jump onto the edges of the Transport Gate to get to this platform.



Fire Hummer
Location

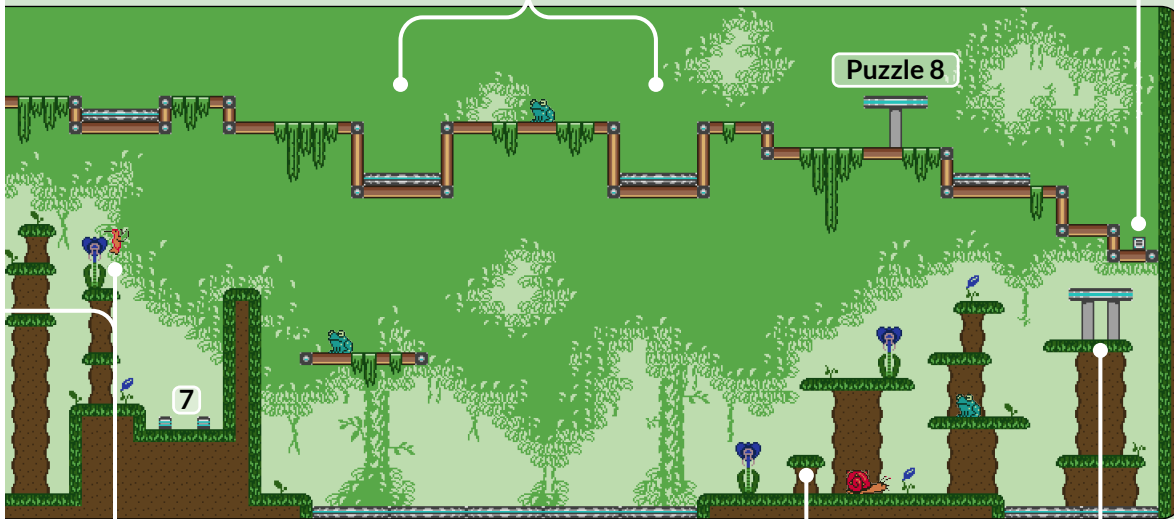
Vara Transport Gate D
to: Miru Transport Gate B
from: Miru Transport Gate A

Vara Transport Gate C
to: Vara Transport Gate B
from: Vara Area 2 Return Gates,
Vara Transport Gate B

The number above a Dark Charge Station indicates how many Vara Puzzles must be solved to activate that Charge Station.

Tip: Be careful jumping over these areas. If you fall in, you'll have to use a Return Gate to get out.

**To explore the cave,
Know its key:
It starts with two
And ends with three.**



Puzzle 8

7

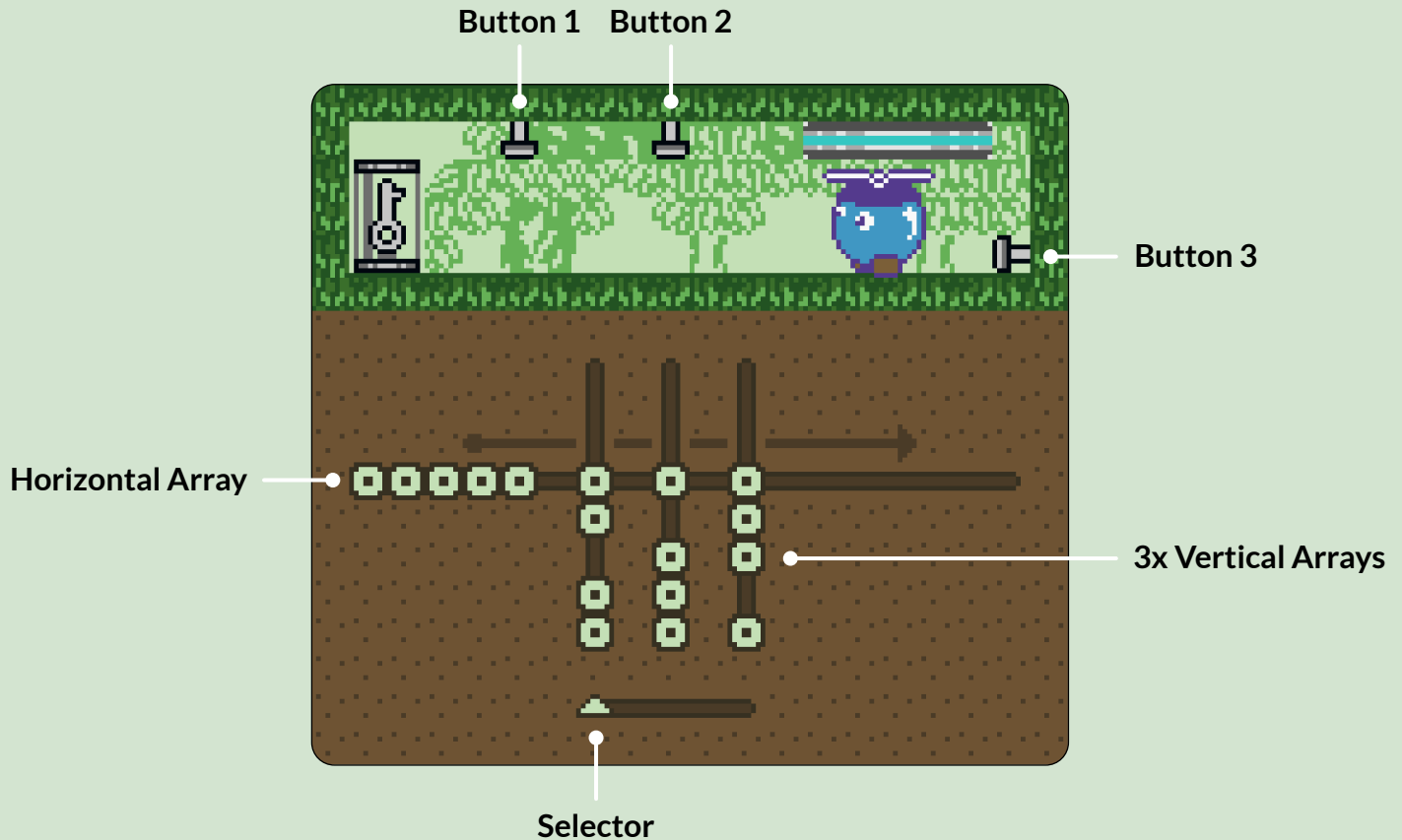
Amber Hummer Locations

Tip: If you get to this platform quickly, you can jump over the Thorn Snail without touching it and then make it to the next platform and jump over the Timber Frog before it hops.

Vara Energy Gate
to: Vara Energy Puzzle
from: Vara Energy Puzzle

🔧 *Vara Puzzle 1*

Move the Horizontal Array all the way to the right.



This Puzzle has a Horizontal Array that can move left to right, three Vertical Arrays that can move up and down, and a Selector to indicate which Vertical Array is being manipulated.

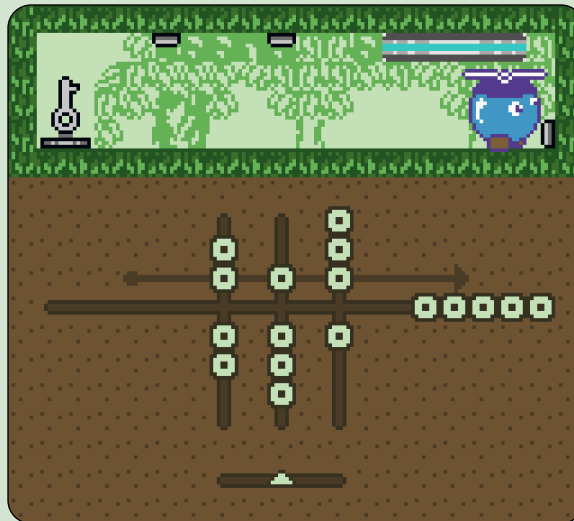
■ *Button Functions*

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2x Button 2 > Button 1 > Button 2 > Button 1 > 3x Button 2 > Button 3



Zy);



Zyli Flora



Swamp Woodvine

A vining plant whose roots attach to and absorb nutrients from dead wood.

Like all Woodvine, this Zyli species is common along Ecli-built wooden platforms.



Zebratail

An aquatic plant with striped brown cylindrical flowers.

These tall blooms grow in the shallow areas of the wetlands, attracting tiny insects as well as Indigo Damselflies.



Blooming

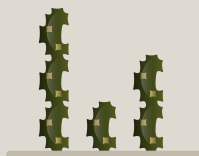


Non-Blooming

Den Lily

An aquatic plant with a floating pad and pink flower with yellow edges.

Named after the turtles that hide underneath and eat them, these large flowers bloom atop their pads in Zyli's nutrient-rich waters.



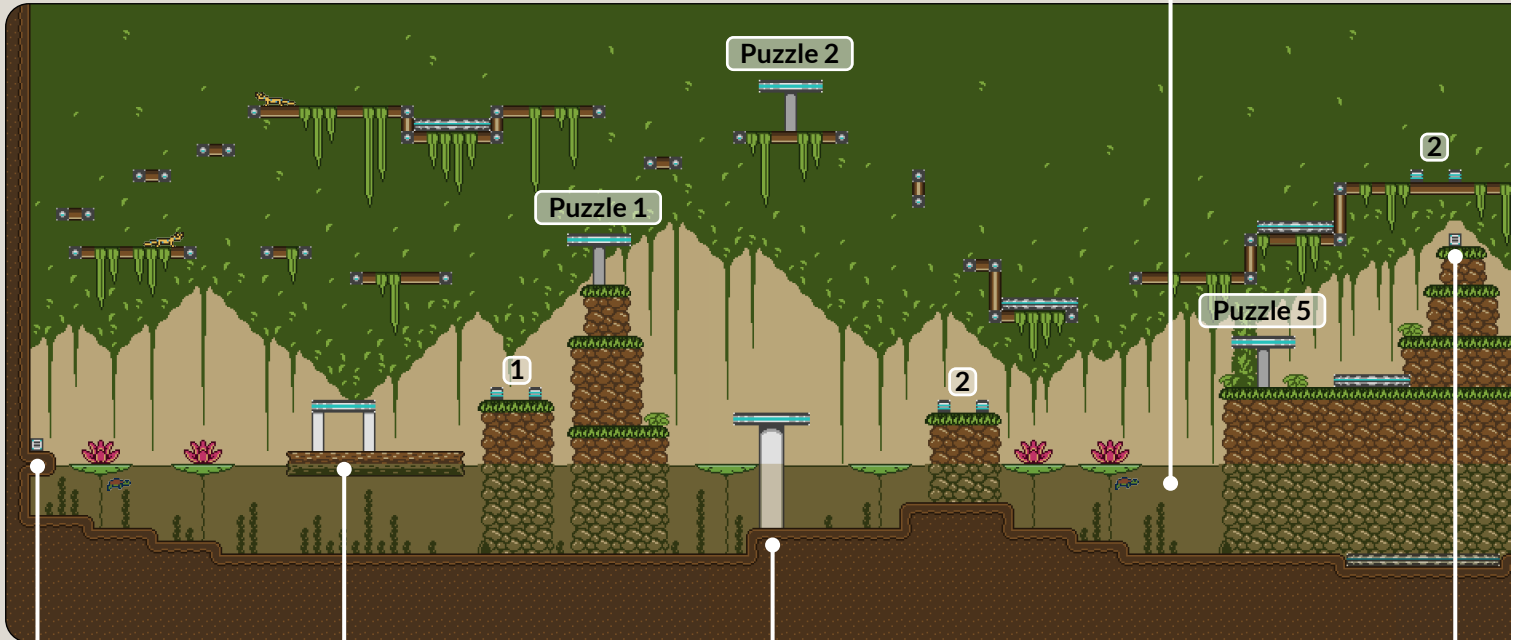
Zyweed

A common aquatic plant growing in soft-bottom ponds.

These fast-growing and jagged underwater plants are home to small aquatic mites, which are the exclusive food source of Zyli's Whisker Fish.

Zyli Ecosystem Map: Area 1

Tip: For faster swimming, take a running leap from above, and release the D-Pad before entering the water. Then, repeatedly press the A button.



Status Gate

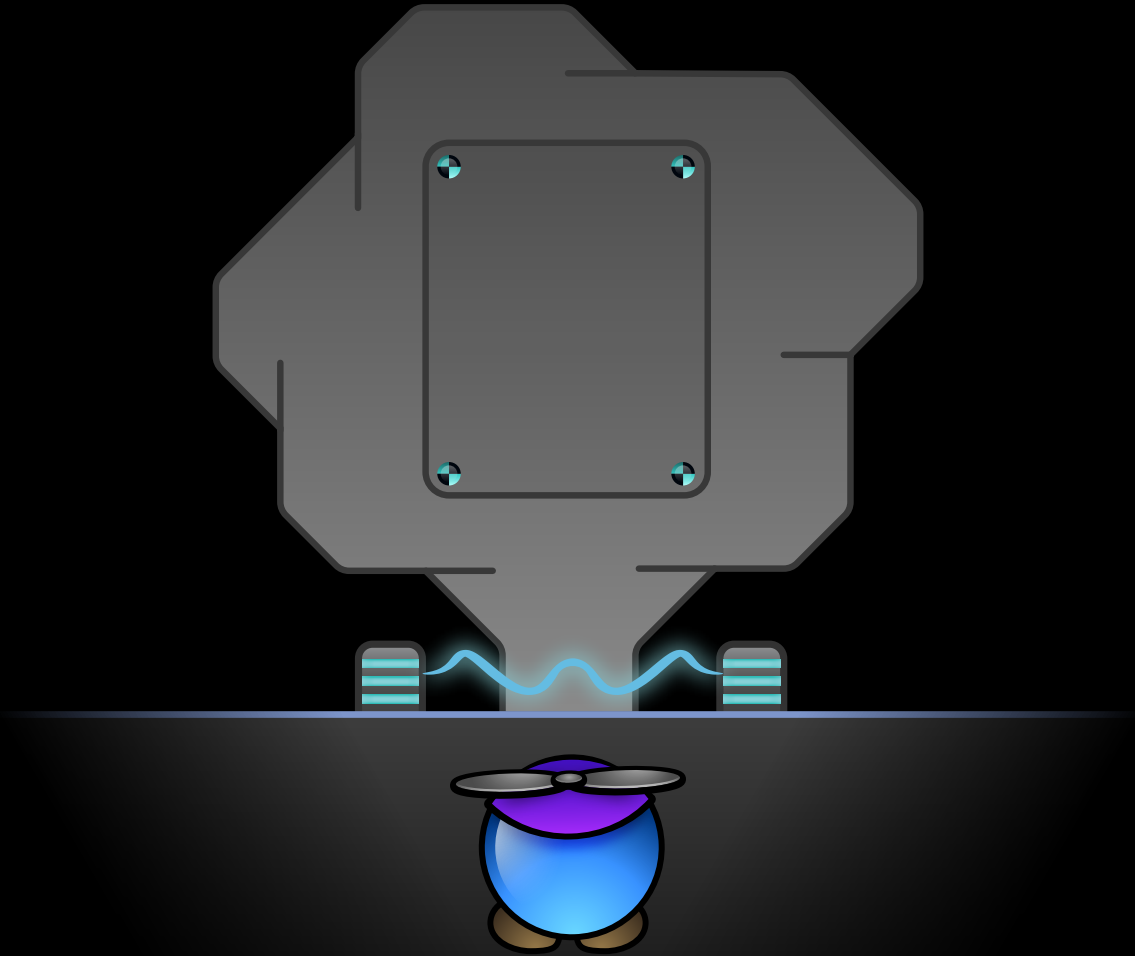
☰ "When the minutes that passed Are greater than two, Pressing SELECT Will grant you a clue."

Zyli Transport Gate A

to: Vara Transport Gate A
from: Zyli Area 1 Return Gates, Vara Transport Gate A

☰ "Luma's Gate is not direct. In Vara's jungle, Its secret's kept."

Ti Stone



E c) ;

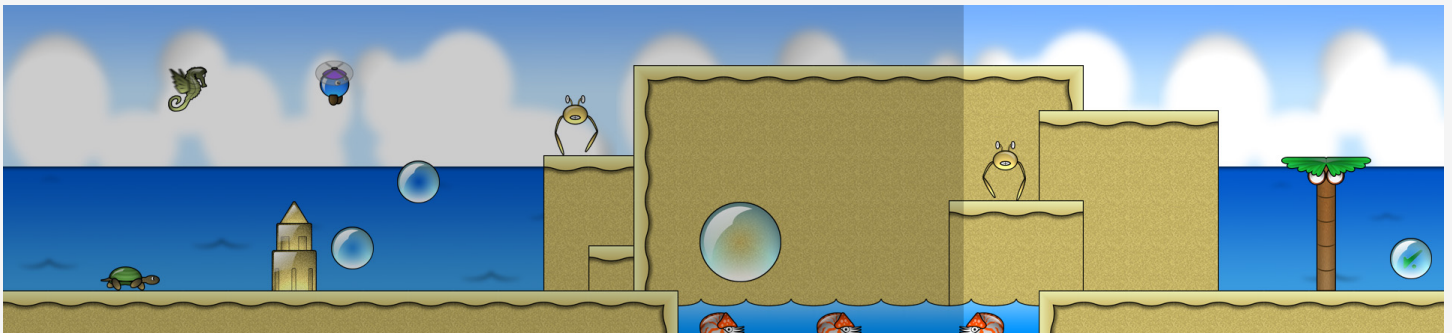
Concept Evolution

2005: A World Takes Shape

While in college, I discovered an app called Power Game Factory by Sawblade Software. Similar in many ways to GB Studio, Power Game Factory was a no-programming-required tool for developing side-scrolling games for G4 era Mac OS X. Using this software was my first attempt at building a working game. In the original story, Dev was an inventor who was cast out of his lab by a malevolent villain. The goal of the game was to make it back to the lab before Dev's work could be used for harm. I made one working level using Power Game Factory, and I had developed sprites and backgrounds for several areas, but I realized that many of the features I wanted to include in my game were not possible with this tool. Ecli would ultimately go on hold for the next decade and a half. The images below and on the next two pages are some of my first level mockups and high-res images of characters, all stylized with the liquid bubble aesthetic that was popular at that time.



Mockup of "Jaedy Rainforest"



Mockup of "Waters Beach"