

About the Eco - Theories and Ideas...

PREVIOUS IDEAS (from before Jak 3 came out):

by: alpal123, Chiyo18, BRAE56789, and more.

(Any inaccuracies in the following ideas are due to the fact that Jak 3 had not yet been released).

Eco Combos/Eco Staff

- In *The Precursor Legacy*, the different colored ecos could not be mixed, so we came up with the idea of combining the ecos to create entirely new eco powers, similar to discovering new elements.
- These new combined ecos could then possibly be mixed yet again to create even more powerful combinations. There would, of course, be a limit to the number of times the ecos can be combined.
- We then thought of the idea of an Eco Staff which harnesses the ultimate power of eco. After discussing it for a while, we decided that the staff could be something that stabilizes the eco flowing through Jak, and it would be able to use the power of each eco combo after Jak obtains it.
- Eventually, these combos would reach their limit, unleashing the ultimate attack, and giving Jak temporary Sage powers, hence the reason for the staff. And this would, of course, be accompanied by a cool cut scene showing the attack from all angles as Jak controls it with the staff.
- It was also proposed that the Dark and Light Jak powers could be used in conjunction with the staff and eco combo attacks to give a massive variety of attacks.
- And not only would the eco combos be used for attacks, but also for defensive and other purposes.
- Here is a list of the various eco combo ideas that we managed to conjure up:
 - o Blue + Green = **Green-Fire Eco** - faster health increase
 - o Blue + Red = **Purple-Storm Eco** - super-powered attack - blast through walls, boxes, etc.
 - o Blue + Yellow = **Thunder-Bullet Eco** - instead of Jak shooting yellow eco, he actually flies forward like a bullet himself
 - o Red + Yellow = **Orange-Power Eco** - shoot a huge energy blast in all directions
 - o Red + Green = **Super-Shield Eco** - create an energy field which surrounds you, not only protecting you, but also attacking enemies
 - o Yellow + Green = **Mega-Charge Eco** - power-up special Precursor objects that are unaffected by blue eco and need more power
- And those are just the second level ecos (we've dubbed the normal colors as the first level), the third level is even more powerful:
 - o Green-Fire + Purple-Storm = **Shielded-Death Eco** - Jak is invincible and his attacks are all twice as strong
 - o Green-Fire + Thunder-Bullet = **Barrier-Bullet Eco** - Jak flies forward with a huge blue barrier is on either side of him, killing any enemy it hits and giving a huge health increase
 - o Green-Fire + Orange-Power = **Ground-Pound Health Eco** - Jak touches the ground, gets full health, then the ground surrounding Jak explodes, instantly killing all enemies
 - o Green-Fire + Super-Shield = **Shield of Life and Death Eco** - Jak creates a red and green shield around himself that zaps and instantly kills any enemies around him, each enemy increasing his health by one bar
 - o Green-Fire + Mega-Charge = **Precursor-Health Eco** - the power from all Precursor objects around Jak will give him lots of health
 - o Purple-Storm + Thunder-Bullet = **Secret-Passage Eco** - Jak blasts himself through walls, revealing secret passageways
 - o Purple Storm + Orange Power = **Box-Breaker Blast Eco** - Jak will launch himself at the closest breakable object and ricochet around the area destroying everything and anything

- Purple Storm + Super Shield = **Shield of Destruction Eco** - Jak creates a shield around himself, zapping all boxes around him into oblivion
 - Purple-Storm + Mega-Charge = **Precursor-Aid Eco** – Jak summons a Precursor robot which falls from the sky and aids Jak by destroying normally unbreakable walls or boxes.
 - Thunder-Bullet + Orange-Power = **Bullet of Death Eco** - Jak flies forward, sending blasts of eco at anything destructible
 - Thunder-Bullet + Super-Shield = **Flying Eco Bombs** - Jak creates four blocks of eco and sends one of them off in each direction, where they will send little eco blasts everywhere reducing everything to nothing
 - Thunder-Bullet + Mega-Charge = **Zooming-Precursor Eco** - Jak summons a small Precursor robot which flies around destroying enemies
 - Orange-Power + Super-Shield = **Shielded-Blast Eco** - Jak creates a shield around himself that fires eco everywhere
 - Orange-Power + Mega-Charge = **Precursor Eco Turret** - a Precursor robot comes down, holds his palms out, and fires eco blasts while doing 360 degree spin
 - Super-Shield + Mega-Charge = **Precursor Shield Eco** - Jak touches the ground, and a huge Light Eco shield pops up around him
- And finally, the fourth level of eco is the incredibly devastating ultimate eco power (this is just one ideas that was brought up):
- This is just my imagination for the final battle: Jak, Daxter, Samos, Keira, Sig, Torn, Ashelin, and the Damus are fighting off every last Metal Head to give the inhabitants time to evacuate Spargus. One by one, everybody but Jak falls victim to the metal heads. Jak is furious. Suddenly a Precursor voice says, "You are the Chosen One, Jak." Suddenly, eco vents of all kinds pop from the ground and Jak must collect red, blue, green, and yellow eco. Then a cut scene starts. Jak becomes Dark and Light Jak. He is half light, half dark. On the dark right side, he holds a ball of Light Eco. On the light left side, a ball of Dark Eco. Now Jak's body is shining like a rainbow. He puts the two ecos together, and BBBBBOOOOOOOOOOOOOOOOMMMMMMMMMMMMMM!!!!!!! The entire Wasteland becomes nothing more then blackened earth. All are dead, except for Jak, and the Haven inhabitants. Jak finally dies, and then Precursors fall from the heavens, gently picking up his body, and then floating towards the Heavens. The End.

Positive/Negative Charges

Here are some pieces of a conversation we had about Dark and Light Eco and positive and negative charges of eco...

alpal123: Hey, I just thought of something. If Dark Eco is supposed to be the opposite of Light Eco, and combining the 4 colored ecos (Blue, Green, Red, and Yellow) makes Light Eco, then how do they make Dark Eco? And why does Dark Eco kill Jak when he falls into it, while Light Eco gives him special powers (in the first game)? Hmm...

deviant user: Hmm then dark eco would be the absence of all eco. Maybe the different eco combinations(in different proportions) make up matter or all matter contains at least a tiny portion of eco. If you were to suck all the eco out of something then it becomes a negative charge and destroys most of what it touches.

alpal123: So sucking all the eco out of Jak turns him into... Dark Eco? Maybe the negative charge idea makes more sense than the "turning stuff into matter" idea I had. What you said would mean that people (who are included in matter), have small amounts of eco inside of them. That explains why some, like Jak, can channel it better than others, because some people have more eco in them than others. Maybe Samos has more green eco in him naturally than other people do.

But about the negative charge thing, maybe Gol and Maia had been drained of some of their eco, causing them to be attracted to dark eco... Oh no, but wait... Two negative charges would repel each other, and that would mean they'd have to be full of Light Eco to be "attracted" to Dark Eco. Do the different colored ecos make up the partial charges that are slightly positive, or do they combine inside a person to create positively charges Light Eco? Argh... it's too complicated.

Maybe we should just stick with the whole Light balances Dark idea.

Chiyo18: according to what we know about Gol and Maia (which isn't too much) they were originally good at the beginning. however, because of their constant exposure to dark eco it began to warp them. so, i guess you could say that the dark eco did kinda drain them of anything "positive".

Elemental Eco Power

alpal123: There could also be eco combos for the elements, like a fire torch attack, a way to freeze enemies (then melt them), a way to make the wind do your bidding (like a tornado or something, where Jak does his spin move while powered up, but he doesn't get sucked in because hes in the eye), and like I said a while back, a way to manipulate the earth around you.

Chiyo18: how about combining the purple eco we had been talking about with orange eco and create.....ACID RAIN! ta da! maybe there's an area blocked off by a wall or something and blowing it up won't work.... so melt the damn thing!! hahaha!

maybe you could join the elements together to create a new attack. kinda like the ecos. so you might have something like a fire tornado. or maybe something like an "ice fire" that can spread for a distance and freeze anything in it's path!

Other Ideas/Theories

BRAE56789: I believe that Light Eco and Dark Eco are both ying-yang. For instance, Dark Eco was either an accident or intended for evil, yet Jak uses it to kill Metal Heads, creatures of evil. Using evil for good=ying-yang. Yet Light Jak will undoubtedly have some attacks, which harm creatures/Metal Heads. All life should be held sacred. Using good to harm=ying-yang. Anyone agree with the fact that even Metal Head life should be held sacred? They are a wretched race born of an evil substance, being forced to constantly kill for it.

DKmoney: I like that staff idea. Why not channel the eco into the staff and that gives jak the same power over the eco as the sages. When he uses the staff it makes the enemies do the opposite effect as it does on you, like if he shoots blue eco at an enemy it slows them down. On certain creatures you shoot red eco it makes the person weaker and if a creature can shoot you then you shoot the yellow eco at them and they can't shoot anymore.

alpal123: Jak should be able to shape the world around him, as in, actually altering the landscape. That would be cool to see Jak touch his Sage Staff (which I mentioned before as an idea) to the barren desert beneath him and suddenly see a lush forest spring up around him. Or better yet, have him touch the staff to a steep, rocky mountainside and instead of blowing a hole in the rock, it actually carves a cavern passage right before your eyes, allowing you to access a whole new area.

alpal123: Another idea - there could be one combo that lets you power up some huge Precursor vehicle after gathering some missing parts. It automatically puts the parts where they need to be. This could be a Precursor robot or something entirely new!

Chiyo clears up the Daystar debate...

Chiyo18: the Daystar was discussed a few months ago on this forum. the "Daystar" is believed to be the green ball in the sky, mostly (if i remember correctly) because Jak's world is said to have two suns. one of them being the regular type sun, that you can see if you rotate the camera up to see it, the second is the less noticeable, less bright green ball. but because you can see it, day and night, that's why people call it the Daystar. anyway, that's kinda what i remember from the discussion!

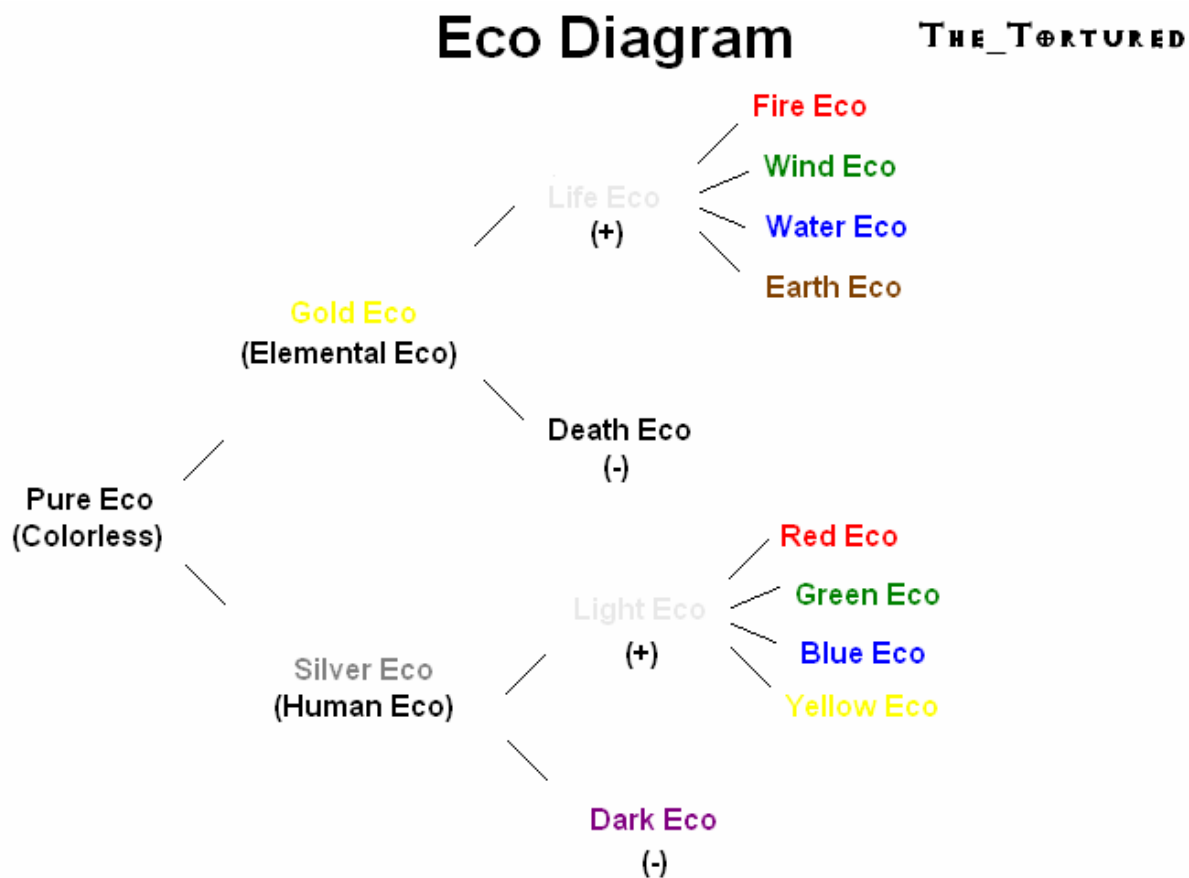
And then makes a theory of her own...

Chiyo18: maybe the Daystar harbors some sort terrible menace!! like an enemy that will come to lay siege upon Jak's world! Mwahahaha!!!!!!

or maybe, like you said alpal, it'll come to help recover the world.....either way it should be cool!

NEW IDEAS (after the release of Jak 3):

by: The_Tortured, alpal123, kirby_d, cheetoz, Platform_Master, and more.



"Eco Hybrid"

Dark Eco changes Mar into a demon creature, and Light Eco changes him into an angel being. What if this two incredible powers fuse together? How does an hybrid of Light and Dark will look? And is the balance of Light and Dark the Key? Well, if you continue reading, your questions will be answered.

The eco hybrid won't be the same every time he transforms, if he has 10% of Light and 90% of Dark, the transform will have more offensive moves, but if he transforms when he has 80% of Light and 20 % of Dark, he'll have more abilities oriented to defense.

[Notes:]

- *A transformation with 100% of Dark Eco will result in a complete Dark Mar.
- *A transformation with 100% of Light Eco will result in a complete Light Mar.
- *A 50% Light and 50% Dark transformation will result balanced.
- *The more Dark Eco, the more faster, resistant and stronger the hybrid will be.

"Offensive Eco Powers"

12% of Dark Eco: *Eco Bomb*

Sends out a devastating wave of Eco energy, damaging everything in its outward blast radius.

25% of Dark Eco: *Eco Blast*

When unleashed, emits a deadly discharge of Eco energy.

37% of Dark Eco: *Eco Strike*

Charges Dark Eco in left hand and Light Eco in right hand, he launches them and fuse in the air, delivering a powerful blow, allowing him to break through barriers and obstacles.

50% of Dark Eco: *Eco Giant*

When Mar transforms, he'll duplicate his size, his attacks will duplicate their range and the eco powers will enlarge in 135%.

62% of Dark Eco: the Eco Bomb enlarges in 170% (compared to the 12% one) and eats up just 75% of the Eco meter.

75% of Dark Eco: the Eco Blast enlarges in 170% (compared to the 12% one) and eats up just 75% of the Eco meter.

87% of Dark Eco: the Eco Strike will enlarge in 170% (compared to the 12% one) and will eat up less Eco when used.

100% of Dark Eco: When Mar transforms into Eco Giant, he'll triplicate his size (compared with the transformations with less than 49% of Dark Eco), his attacks will triplicate their range, the Eco powers will become complete Dark Powers, the Dark powers will enlarge in 200% (compared with the Eco powers of the transformations with less than 49% of Dark Eco), and also they'll only eat up half of the Eco when used.

[Notes:]

*The Eco powers release both Light and Dark Eco.

*The Dark powers release just Dark Eco.

"Defensive Eco Powers"

12% of Light Eco: *Eco Shield*

Pulls up a shield which provides temporary protection from enemies.

25% of Light Eco: *Flash Freeze*

Slows down time while at normal pace.

37% of Light Eco: *Eco Regeneration*

Heal and replenish health.

50% of Light Eco: *Eco Flight*

The hybrid will have wings that will allow him to soar areas otherwise unreachable.

62% of Light Eco: the Eco Shield does more Damage when touched by an enemy and it's larger.

75% of Light Eco: the Flash Freeze last for longer and all around Mar will slow down in 200% (compared with the 12% Flash Freeze)

87% of Light Eco: the Eco Regeneration is faster and eats up less Eco when used.

100% of Light Eco: the Eco powers will become Light powers, the wings enlarge in 150%, and the flight will triplicate the time it can last.

[Notes:]

*The Light powers release just Light Eco.

*The hybrid transformation with 50% of Light Eco and 50% of Dark Eco will be affected with the Eco Giant ability, so the Eco Flight will last for 200% more.

"How the Eco Hybrid Looks"

When Mar releases his Eco Powers he'll change into Eco Hybrid, Light Mar or Dark Mar depending on how many Eco of each type has collected at that moment he transforms.

--- Dark Mar

When Mar releases his Dark alter ego he's faster, stronger and absorbs more damage, also he has more offensive movements.

His eyes turn black and his skin pale purple, he also has black claws and black horns, his hair is all messed up and is grey like his goatee and eyebrows. His looks more muscular, and his feet also changes into wolf-man like.

Also he has little purple lines that exit from his body and Dark Eco bolts that stick to everything that is near and then they banishes.

--- Light Mar

Mar's Light alter ego is like an angel and isn't considerably stronger or faster, but his abilities are more useful for defense.

His eyes are very open and the light flows through them, his hair and clothes float in the air like if the wind pushes them from the bottom, his body doesn't change too much, except for the fact that he has an electric glowing blue color and he's surrounded by electric blue light.

--- Eco Hybrid

The Eco Hybrid is the complete balance of Light and Dark powers, defense and offense, and it is ruled by the Eco meter. The combination between Light and Dark is not the same every time it occurs, but there are some things that still the same in every change.

Hybrid's eyes look like if they have fire inside, but instead of orange and yellow colors, they have blue and purple colors, black and white bolts flow outside his body and attach to everything near him, when a black bolt disappears it drops purple shiny dots in the air, and when a white bolt disappears it drops blue shiny dots. The parts that change are this:

- The wings can be like Light Mar ones or can be dragon-formed (these will tear Mar's clothes).
- The clothes and hair are pushed from down by energy or are messed up.
- The hair is glowing electric blue or grey.
- The feet aren't changed or are wolf-man like.
- If more Light Eco, the hybrid is electric glowing purple and if more Dark Eco, the hybrid skin is blue pale colored.

[Notes:]

- * The more Light Eco, the less electric purple and the more electric blue the hybrid will be.
 - * The more Dark Eco, the less pale blue and the more pale purple the hybrid will be.
-

Eco Matters:

- 1.No eco is injected or drunken, only absorbed
- 2.Level 2 eco bar requires twice as much as eco bar one
- 3.Level 3 eco bar requires twice as much as eco bar two
4. Eco usage is measured in 1 bar. So if you use dark bomb at chaos Jak, you will go down to Nega Jak. Nega Jak uses eco when moving. Chaos Jak uses eco no matter what

Dark Jak:

1. Each new level is 3x as powerful as the previous one.
2. Dark bomb has a small secondary bomb at Negative Jak level (a second bomb as big as the first one happens at chaos Jak
Dark Blast lasts longer at Negative Jak stage (has a small electric shockwave at chaos Jak)
3. Invisibility is 100% (won't even look at outline) at Negative Jak (a decoy dark jak is made also at chaos Jak)
4. Dark strike is upgraded to a grenade form at Negative Jak (has a blast first then grenade at chaos Jak)
5. Nega Wave(press and hold L2) -eco level 2 or 3 only- Dark Jak creates a pulse of dark eco keeping the enemies back. Low eco cost (more powerful at chaos Jak)
6. Nega shockwave(press R1 while doing the Nega Wave)-eco level 2 or 3 only- a giant blast is released costing a quarter of eco to use. A good follow up if your brain stops and is not as powerful as dark bomb but doesn't take as much (is stronger at Chaos Jak)
7. Dark ball(do a roll jump while in dark Jak)-level 2-3 only- dark Jak rolls around, creating a dark eco ball destorying enemies. Is needed in some places to jump. To jump, press X and Jak will jump way up. It is unaccurate though which is why flying is required. To get out of it press L1. low amount of eco used.
8. Jak makes a very small shockwave when punching or spinning in Nega Jak
9. Chaos Jak makes a small shockwave when punching or kicking and makes a very small shockwave when jumping.
10. Dark Minions(direction button left)-Chaos Jak can only do this. one eco bar plus 2 health Os. Usable in any dark level-Jak throws a dark ball which turns into smoke on impact. The smoke vanishes, forming Dark creatures, capable of doing simple Dark Jak powers
11. Dark Mine(direction button right)-little eco used. Only Chaos Jak can use this- Jak makes a dark spike and throws it in front of him. If an enemy touches this, BOOM!
12. Vampire(direction button up)-1/8 of eco used per absorbtion. Only chaos Jak can do this- Jak grabs an enemy absorbing two or all of their health points.
13. Dark Jak-L2, Nega Jak-L2 again, Chaos Jak-L2 again. Transform down-direction button down.

14. Dark Disc(hold R2 then press R1)-1/2 of eco is used. Can be used in any Dark Jak- Jak makes a homing disc cutting all enemies. It stays around you. It has half power as Dark bomb and not good at crowd clearing. Useful for doing a task and needing protection.

All ideas, theories, and opinions expressed in this idea compilation are the creative property of those involved. Please do not copy or reproduce any of this information without giving credit to those involved. Thank you.