

Notebook of New Video Game Ideas:
Book Two

By

Adam Jeremy Capps

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2-21-2023, Adam Jeremy Capps

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“It’s a secret to everyone”

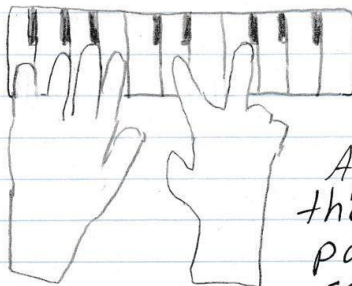
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Ideas 1-3

magical musician

1.) There is a troublesome keyboardist playing organ music that interferes with you



Appears on the upper part of the screen.

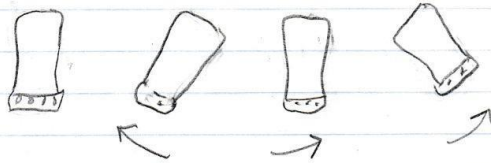
Depending on what he plays he interferes or harms you. You'll find him in a certain area & once you do you can dispatch him, putting an end to it.

2.) An anti-jump weapon. When you strike it at an enemy it will not be able to jump at you, making difficult jumping enemies easier.

3.) A helmet that wards away flying enemies. They cannot come very near it.

IDEAS 4~8

4.)



There are salt and pepper shakers. When you get underneath them they go back & forth sprinkling salt or pepper on you. Salt = an ice powerup. pepper = a fire powerup.

5.) At one point of the game an angel statue comes to life, grabs you, and takes you to the moon in the game, which is inhabited.

6.) There is a magical pocket watch in the game that only one person can wind.

7.) There is a magical violin that only a special person in the game can add strings to.

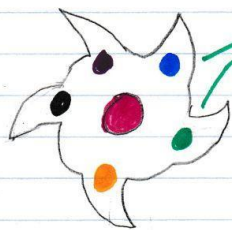
8.) There is a magical guitar or lute in the game that has to be tuned from time to time and only a special person can do so.

IDEAS 9-12

9.) You can spin so fast that you turn into a drill. Or turn into a tornado and the higher your speed meter the more you destroy.

10.) Crystal doorways can only be lifted with certain rings. A crystal sword can magically lift large crystal boulders that are in the way or covering something.

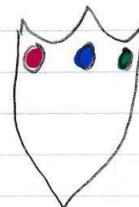
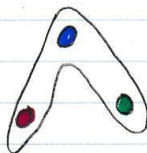
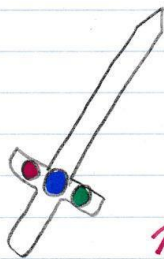
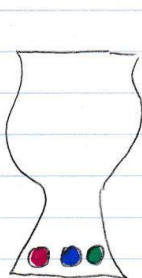
11.)



stones

Collecting the colored stones to magically empower a throwing star.

12.)



magical stones empower other things.

Each stone adds an effect.

Ideas 13-15

13.) On the full moon, graveyards have quick sand in front of the tomb stones & you can enter "the grave world" that way. You can stop quick sand with a freeze wand, allowing you to pass. You see a boulder that has crystals breaking apart from it and quick sand in front of it. If you enter into the quick sand you'll find a hoard of crystals.

14.)



Is it raining in the game?

You can pull out your magical (crystal) umbrella to get magical powers from the rain. or, it continually replenishes your health for as long as it is raining.

15.) make the game as autobiographical as you can, without telling anyone it is!

IDEA Sixteen

16.) In an RPG there is a "toy master" job class. He or she can turn miniature figures into usable things. The more complex those figures the more magical ability needed. A simple sword is easy (to enlarge to be used) but an airship requires a lot more magical power from the Toy master.

They can also bring things like toy bats or other creatures in toy form to life, helping the party.

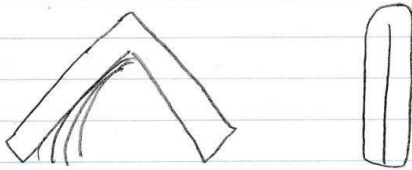
They can get a Halloween jack-o-lantern bucket and the things stored inside has magical power added to it.

Their weapons are things like yoyo's, boomerangs, bouncy balls, toy musical instruments (kazoo scares away enemies) & candy heals them.

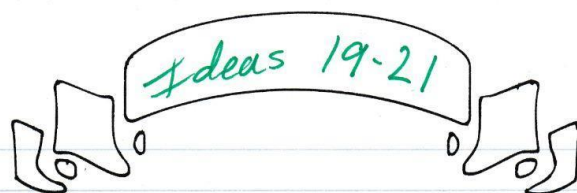
IDEAS 17 & 18

17.) The game has a highly valuable and pricey "life potion," which brings things to life—that brings the inanimate into existence. One of those things can be a fossil of a dragon. If you bring it back to life it will serve you. The more potent that potion the better. If not done just right you will bring another back to life but as a zombie. If the right potion is not used on the dragon fossil then it will only raise up a little then collapse or die unexpectedly.

18.)



A flying book that tries to collect you in its pages. If it closes shut on you it sends you to another realm, temporarily.



19.) A statue of a deity. Be sure you are worthy to approach it. If you are then it will gift you with something. If not then it will strike you down. You give coins to a god. If you give enough you'll be blessed but if not then they'll be thrown back at you as a weapon (spikes now on them, red hot, or something.)

20.) If you are carrying good stuff on you (such as gems) a shop keeper may suggest you pay with those instead.

21.)



A melody playing based on the enemies you defeated, as shown on a staff w/ enemies as notes.

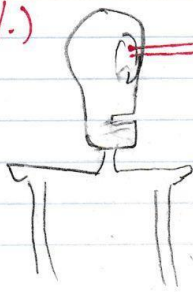
Use it to call upon a power when you are ready (the longer the melody the better.)

Ideas 22-24

22.) You can set how many enemies are required to be paid. The higher amount the better the reward. So if you set it at 50 you may get 1,000 gold but if you set it at 100 you get 2,500 gold. The higher you set it the greater the bonus. & maybe you can cash in early but there is a fee for that.

23.) There is a "shadow" car in a racing game, for a power up. If you are lucky to get that power up then a shadow you is always a little ahead of you. You yourself then do not have to win, only your shadow does.

24.)



Beware of the skeleton w/ laser eyes. If it hits your face you'll be blinded from seeing enemies, temporarily.

IDEAS 25-28

25.) You can ride on beasts & there is a power-up for them that makes them stronger & metallic. You can ride on beasts to a magical square platform which turns them into an idol. What is the idol for?

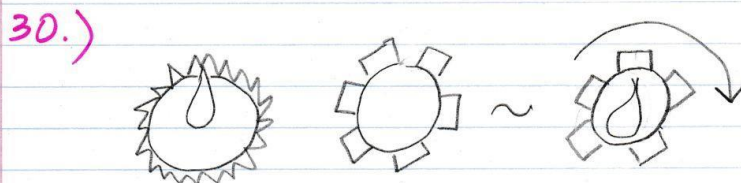
26.) You can enter into the ear of a giant head. Then use a fire based power-up to light the ear wax on fire, which produces a magical smoke that transforms you.

27.) Every enemy boss you beat turns into a useful idol.

28.) The harder to get bonus levels are more like total board games. The level before determines a lot of things. You can get a 12 sided dice while the other players only have a six sided dice (die.) You can collect certain cards before the game such as "free turn."



A four armed (with flames) pumpkin enemy. cts head can form bat wings & fly away.

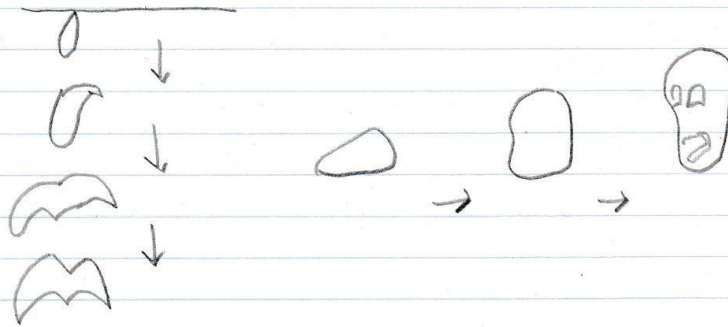


Add fire in middle, will spin. Spin them to cause something to happen.

Start engines, turn gears, weaponize something, start a cannon fuse, jump into the cannon & be blasted far forward.

Ideas 31-34

31.)



overhead slime can turn into bats.
 Black = a weaker bat, red =
 a more dangerous one. White
 slime can turn into a skull.

32.) When slime falls onto certain
 objects they come to life.

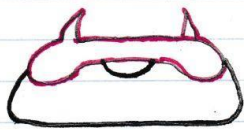
33.) Going underground to another
 area on a metallic giant worm

34.) You are on a mountain looking over
 a village. Don't go there until you see its
 bell rings, isn't safe until then.

IDEAS 35-40

35.) Sometimes when you die a passerby will bring you back to life, especially near villages.

36.)



The Devil's phone always has the nastiest messages, taunts you.

37.) You can melt crystals and dip your weapons in the fluid to add magical properties to them.

38.) A magical key that lets you go through anything.

39.) A drawn on door requires a paper sticker key.

40.) A drawn on chest needs one too.

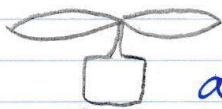
IDEAS 41-45

41.) Paintings have a crystal frame.
Wands of the kind have magical power
to draw out the image.

42.) When you slash a sword images
of swords go forward flat on the
ground.

43.) you can have a sword go flat
on the ground forward & raise it
where you want.

44.)



Like a drone with
a sticky bottom.
Have it fly on top of something
and bring it to you.

45.)



A hand windmill sends
out magical energy in
windy areas

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