

Notebook of
New Video Game
Ideas:
Book 10

Adam Jeremy Capps

Notebook of New Video Game Ideas: Book 10

By Adam Jeremy Capps

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“It’s A Secret To Everybody”

NOTEBOOK
OF NEW
VIDEO GAME
IDEAS:

BOOK 10

Blam Jeremy Capps

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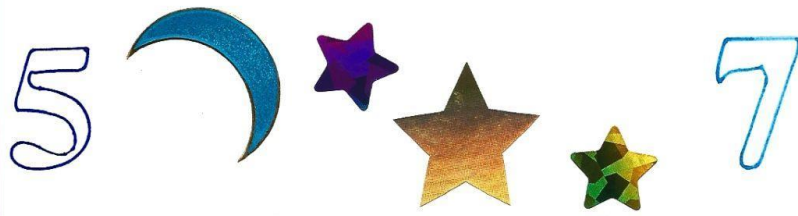


1.) A color changing ladder leads to a certain place based on color.

2.) A musical instrument may appear, play a melody, & summon certain things. What is summoned is based on the instrument. Such as a war like group of enemies if a trumpet, w/a violin dancing ghosts, ect.

3.) When your energy is low you can take the chance of possessing an enemies body - but it doesn't always work in your favor.


4.) Idols have two hands open. One to give to & one to receive something. So you place something in the right hand & might receive a thing in its left.



▷ 5.) Magic earrings which can hear sounds otherwise un heard, better enabling you to interact w/ the environment.

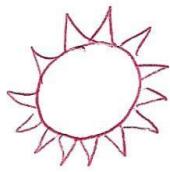
Or a magic flute which collects sounds just by hearing them as you go along. Then you can output that sound for different effects.

▷ 6.) There is cotton of different colors to obtain & make a magic robe from: red, yellow, black, ect. you can mix colors but that is less effective.

▷ 7.) Sometimes a lightning symbol comes down during a thunder-storm  and it helps you in whatever way.



▷ 8.) Sometimes on a very sunny day a sun symbol comes down



which helps you in whatever way.

And on a cold day a snowflake comes down, sometimes.

▷ 9.) There are crystals of different colors to put in your pocket/have in your inventory which effects the things surrounding it. Over time, they'll glow in the same color as the stone, making those things more power-full. Eventually however, their energy runs out.

▷ 10.) you can put the souls of monsters on your shield. You can fit about 12 faces of them on it. The shield then moans, louder & louder depending on how many you have.

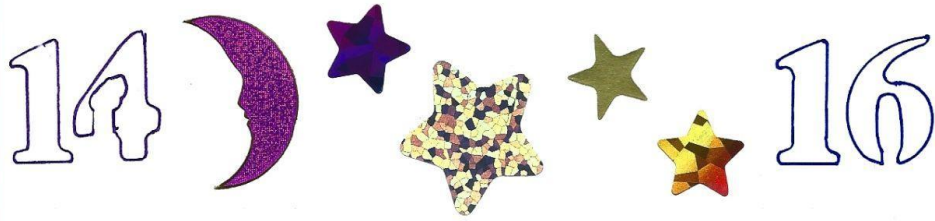
they scare away enemies. Sometimes things come from their mouth which helps you.

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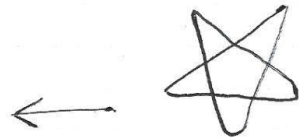
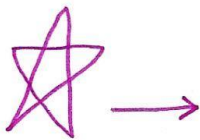


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- ▷ 11.) In a strange graveyard there are skeleton hands coming up from the dirt w/ cups in their hands. If it rains & the cups fill w/ water they come out of their graves.
- ▷ 12.) A weapon of throwing hand cuffs, magical hand cuffs, which disable enemies. Or a ball & chain that slows them down. Or w/ a more gruesome effect sort of summoning a ghost & guillotine - the ghost grabs the enemy & executes it.
- ▷ 13.) There is one magical food for every beast in the game. As for a rabbit a magic carrot - a golden looking one perhaps, & something special happens when they are fed those.



- ▷ 14.) A star on the upper left of the screen moves to the right. And a star on the upper right of the screen moves left. If they combine then a great explosion happens which kills the player, so the player has to leave that area as soon as possible.



- ▷ 15.) A moon goes towards a sun on the upper part of the screen. When it moves over the sun then the room becomes dark.
- ▷ 16.) You can set up a bet in the level such as "kill 10 enemies" & if you accomplish it you are rewarded. Of course the more difficult bet the better the reward. Can also be getting a certain amount of coins or whatever else.

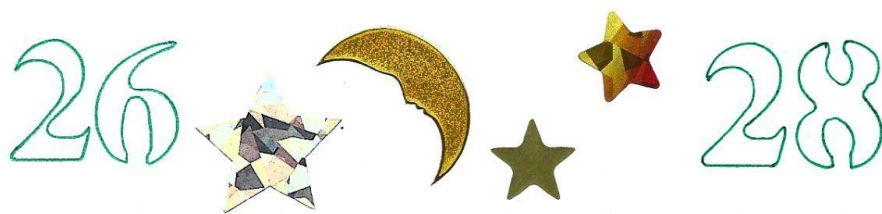


- ▷ 17.) There's a skeleton playing a piano & once he's done you die. There's a mage furiously playing one & more & more lightning strikes all around.
- ▷ 18.) One of the random battles is of an orchestra, 4 or 5 enemies on different instruments.
- ▷ 19.) Things such as weapons & power-ups are embedded in the wall & need a spell called "pull" to pull them out.
- ▷ 20.) A spell called "renew" brings things back to life, makes them like new again.
- ▷ 21.) Visit a fortune teller & they'll tell you your lucky day or where luck may be found, & then it will.

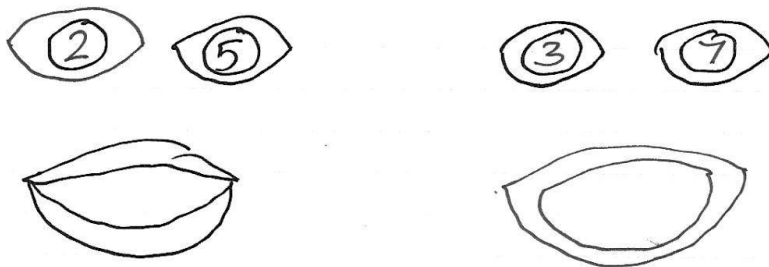


- ▷ 22.) Upon getting different colors of stars, enemies of that color are no longer harmful.
- ▷ 23.) Conversely, getting an upside down star of a color makes enemies of that color more harmful.
- ▷ 24.) With beasts, creatures, dragons, and other things you summon, you can increase their power by enhancing parts of them - setting them "wings of steel", "sharp teeth, pointy tails, etc."
- ▷ 25.) There are spells which temporarily let you enhance your summon. Such as a "teeth" spell or "claw" spell which makes your summon more powerful.

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▷ 26.) An eye - two eyes that is, w/ coins for pupils containing a number on them, they spin, stop, and land on a number. Depending on the number which resulted (randomly) a thing will come from its mouth.



▷ 27.) Anything bouncing around, hits another, they combine, & based on what 2 different things came together a thing is produced.

▷ 28.) Enter a room w/ two eyes, the eyes change colors, randomly land on a color, then a helpful thing comes out of the mouth below, depending on the color.

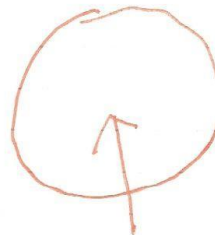


▷ 29.) c/n. secret underground areas there is an idol you can tithe to and when you do, returning to the normal upper area, you'll come back to life once/if you are killed.

▷ 30.) Then in secret upper areas an angelic idol to tithe to and when you do, returning to the normal area & are low on health magical rain will fall down on the surrounding enemies, destroying them.

▷ 31.) Returning back to life takes you to a radius which you can increase. w/a special item you get you can increase that radius.

⊕ return to an area within this radius.



or within this one anywhere within it.

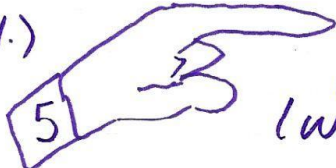
And maybe you can get more than one radius.

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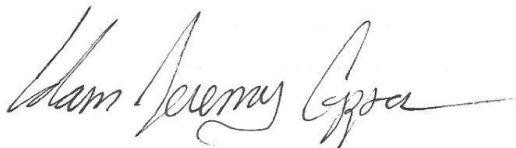
▷ 32.) A spell called "web." It wraps an enemy up in a web. Then, after a certain amount of time, energy will leave the web & come to you to energize you.

▷ 33.) You can place a "slime door" in front of you & any enemies which cross through it will be slowed down or covered w/ goo which solidifies them.



▷ 34.)  Getting a magic hand makes enemies reverse (walk away from you.)

The number shows how many you have left.

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▷ 35.) The bonus level is really large & full of power-ups, money, ect.; however you have a limited amount of time inside depending on how many hour glasses you've obtained. So one hour glass = much less time inside compared to five of them.

- or instead of a number of them you just get larger & larger, a small one runs out fast, a really large one less so.

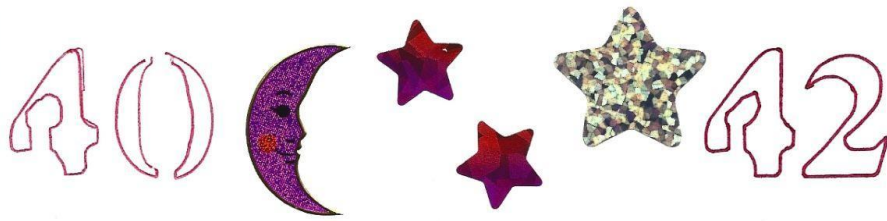
▷ 36.) Wands shoot out different colors of whirl-winds:



And a whirlwind of a color comes towards you, if you use your wand to match the color, something special is made.



- ▷ 37.) A wand shooting a whirlwind ahead of you stops in place, shoot another whirlwind to combine, again & again, wait, then something happens — the more whirlwinds you sent out the better the result.
- ▷ 38.) The "protect" spell as in like an RPG which increases your defense, makes an orb above your head. Cast protect again & that orb will grow & add to your defense, & the more times a protect spell is cast the greater it'll defend you.
- ▷ 39.) As with orbs above the character there can be a white one placed above you via a certain kind of ~~spell~~ cure spell. Like a white blob. You have to cast that spell multiple times. Once you do it'll pop & the curing blob will fall down upon you.



▷ 40.) You get energy drawing crystals & everything has one kind of energy or another. Once you have one you see an aura of the same color. So at a grave you have a gray crystal & a gray aura enters into your energy collecting stone. Green for a forest, blue for a pond, & maybe you can even absorb the power of a rainbow w/ a rainbow crystal. Brown for stones, white for lightning, ect.

▷ 41.) A spell maybe cast by a wand which puts wheels on many different things, allowing you to ride upon it. For example on a large boulder.

▷ 42.) A special stone knows you are in danger, bursts, releasing a spray which lets you flee, when you are.

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