

Notebook of New Video Game Ideas: Book 9

By Adam Jeremy Capps

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“It’s A Secret To Everyone”



- ▷ 1.) One of your guns go along with the music in your game.
- ▷ 2.) You know you have a magic pearl when it is found in a clam that has an eye inside of it.
- ▷ 3.) Red vines are harmful. You can't even climb them. Blue vines are magical, you can climb up them very quickly. Green vines are just ordinary for climbing.
- ▷ 4.) A light wand in the dark world turns more dangerous enemies back into their light world form.
- ▷ 5.) A "heaven" or "underworld" whistle sends ghosts & spirits to the after-life. They are grabbed & pulled in there, no longer a bother.
- ▷ 6.) You can put a magical pan flute together one pipe at a time.



- ▷ 7.) If you move a rabbit statue a rabbit hole appears. If you move a devil statue a hole to hell appears. Move a bat statue, there's a cave. Sea creature = 's an under water area & so on.
- ▷ 8.) The game has small idols with something in their hand (their hand) & when you take them to a temple they raise it (be it a sword, wand, or something else.) power will then flow to you, powers of different kinds.
- ▷ 9.) Your weapons have an energy (power) bar that you can fill, just as you would ^{fill} your health bar.
- ▷ 10.) You have the option of transferring your old weapon's power into your new ones.
- ▷ 11.) magically petrify a snake that coils around your weapon. It's now more powerful.

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- ▷ 12.) There is a very strange square shaped area in the game world. Things like evil spirits come out of it. Later in the game, near the end, a large tower emerges from it, this wicked tower full of wicked things.
- ▷ 13.) The video game basically has two video games in it because the second half changes so much. At best, everything about it becomes better.
- ▷ 14.) There is a realm in the game where everything is improved. Graphically, with mechanics, available things, your abilities, ect., which is the player's objective to "enter into the heaven-like realm."
- ▷ 15.) A magic calendar you fill out has things happen every day as you want them to, for a month.

16 20

- ▷ 16.) You can charge your weapon to greater power during a thunderstorm.
- ▷ 17.) You can turn on electrical switches. This blue electricity will appear in certain areas. With it you can charge your weapons. As the normal way of charging a weapon, just hold down a button when you are near it.
- ▷ 18.) The time stat makes attacks go on longer, the higher it is. So w/a high time stat you attack with a sword longer or a spell lasts longer & does more damage.
- ▷ 19.) In a platforming game, when you crawl on certain dirt, something magical happens.
- ▷ 20.) There are different ways of jumping onto a power-up & depending on how you jumped on it it'll do different things for you.

21 ★ ★ ★ ★ 24

▷ 21.) There are color rings around a hole, anything of that color can be dropped into it, sometimes making something happen.

▷ 22.) There are enemies that shape shift & can be petrified ~~into~~ into idols.

▷ 23.)



With a power-up you can pause the game, a cursor appears, you click on



any on-screen enemy, a page appears as shown, & you have one of four options: times that enemy (make more of it - good for grinding, reduce that enemy w/ the minus sign, trash (remove that enemy as in the lower left) or change that enemy into something ~~else~~ else with the bottom right one.

▷ 24.) "Name spells" & one letter at a time. Used against an enemy whose name starts with that letter. so "dragon" you use the D-spell on.

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- ▷ 25.) As in a platformer, there is an hour glass that you can find & flip & are now on positive time. So time goes forward instead of backward. Then when it goes over a minute of what the normal time would have began at, you get a one-up, or sometimes other things such as a power-up or bonus level.
- ▷ 26.) When the night time stars twinkle or the white doves are flying around in the day that means that the heavenly realm is open for the people.
- ▷ 27.) When you've done enough good deeds in the game you recieve a very white (shining) robe & can enter into the heavenly realm to recieve your blessings.
- ▷ 28.) Whenever you have a sigil you can visit a god & have a better save point there. A door will automatically open if you have it.

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- ▷ 29.)   Special kinds of hour glasses you get will remove enemies. They are gone when the time runs out. The way the hour glass looks indicates what will be removed.

- ▷ 30.) You turn an hour glass. set causes a special powerup to appear in a certain area. you get a minute to find it. When time on the hour glass runs out it'll be gone.

- ▷ 31.)  Look of a sword.

- ▷ 32.)    magical spell
get 3 shapes to make things
 magical stairs
wand
sword

33 36

- ▷ 33.) cef you knock a magical book down it'll open & cast a spell against you. maybe a black book = harm & a white one = help.
- ▷ 34.) For idea 29, the enemies slowly turn into sand.
- ▷ 35.) A way of using mp: every area has a special spell you can cast if you have enough mp for it. You pull up a menu & select "cast," it describes what the spell will do & there are many different spells per area but each area has its own spell.
- ▷ 36.) There's a choice among weapons where some are offensive & some are unable to attack with but can be used on things like bricks & music notes which gives you things. For example you can't attack w/ the hammer but can smash bricks. The flute used on music notes, to get things, but can't attack w/ it...



▷ 37.) If you choose the attack weapon then you can attack enemies. If you choose the hammer you can smash bricks for HP or Gold but cannot attack - so that's the "HP & Gold path." If you choose the flute you cannot attack w/ it but can use it on music notes to gain things - MP & Gold - so that's the "MP & Gold path." plus what weapon you choose per area you are stuck w/ until it's over.

▷ 38.) A magic ring has a number on it. The more of an enemy you defeat the lower the number becomes. Once on "0" the ring gains power. (can also be that you must find a certain amount of things.) maybe the ring is red sapphire so find 20 of those.

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- ▷ 39.) There's a fire that changes color over time. Once it turns white you can step into it and something special happens. Otherwise it just burns you.
- ▷ 40.) There's a special thing that once struck w/ four different swords something will happen. (or 4 different wands, 4 different hammers, ect.)
- ▷ 41.) There's a bottle of blood (call it moon blood) that ~~em~~ imbues you with magical energy under a red moon. A red aura will surround you when a red / blood moon appears.
- ▷ 42.) There's a shield that sends things into another dimension. Maybe an added stone determines which dimension things are sent to. You can go there to get the arrows that hit the shield & the dimension has made them better. In one dimension the arrows return right away, like a boomerang.



▷ 43.) A magic crown gains a spike every time you level up.



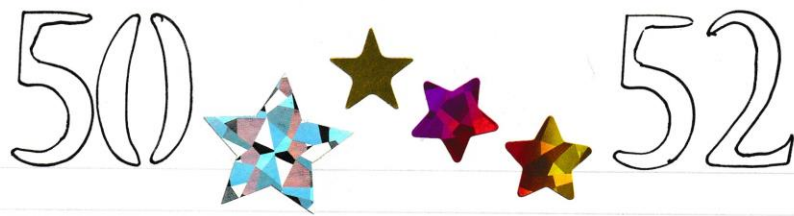
▷ 44.) There are different sizes of triangles to collect. Once you have 3 you get a spell. The larger the triangles the better the spell but they don't all have to be the same size. The same for a circle but you only need one & the same for a square but you need 4 of them.

▷ 45) You collect orbs of color for a color spell. For example 4 blue orbs - however, you find different shades. One might be blue but another baby blue (light blue). Try to get the same shade because the more they are the same shade the purer & more powerful the magic will be.

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- ▷ 46.) There's a spell called The Rainbow spell which you can cast after finding a certain number of different colors of crystals.
- ▷ 47.) There's a magic circle you can go inside which will enhance everything you own, such as the sword you are holding. First, you must find a red, yellow, green, and blue stone to place on the top, right, bottom, and left of the circle.
- ▷ 48.) You can buy counterfeit coins but there's a 1 in 3 chance you'll be caught using them. You are then in debt, might lose something valuable that you own as a consequence.
- ▷ 49.) Magic bricks as currency that have pieces cut off more or less depending on the cost of what you are buying.



- ▷ 50.) You can put magical energy into things. Some things gain magical energy automatically over time. You can also sell the magical energy a thing may have, like by percentage. (sell 50% of its magical energy for example.)
- ▷ 51.) There's an idol statue that you can put mp (magic power) into at certain times. They start getting an aura to them the more mp you put into them until something special happens.
- ▷ 52.) There is a "master of Toys" job class. That's a mage which uses toys for their magical powers. There is a book of games and board games they can beat to gain levels and gain power by beating.

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- ▷ 53.) c/en a plat former: you can optionally go to a lower difficult area where your shadow grows. At the end of it you gain a shadow of yourself that helps you fight.
- ▷ 54.) You can sacrifice yourself to an idol statue and whatever HP you lost you'll gain. So if you were down to 1,000 HP & you sacrifice yourself to it you'll come back to life w/ 2,000 HP. The extra is temporary though. When it's gone it's gone.
- ▷ 55.) c/en a store you can send mp into an idol of their's & get gold for it. Sometimes magical offerings do the same.
- ▷ 56.) Stores have magical trading places. Each such place lets you trade in different ways. With one such place you trade a certain stone for a certain thing & its different for another.

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