

Notebook of New Video Game Ideas: Book Eight

Adam Jeremy Capps

Notebook of New Video Game Ideas: Book Eight
Adam Jeremy Capps

New and in the public domain.

Here you will find more than three hundred ideas to put into any new video game. These ideas are entirely free in this public domain book. As a public domain book it may be freely used and freely shared. As much as I know, these ideas have never been used before. Nothing was included if it did not feel worthy enough to include. It is a highly imaginative book covering many different things. These ideas are not story/plot/synopsis ideas but are rather element/content based. Many genres are covered in this book but especially adventure, RPG, and platforming games. This is the eighth book of its kind. There are now 20 books under my name (Adam Jeremy Capps) which are all available online as free ebooks and in the public domain. They should be easy enough to find under a search as I use many different uploading sites. I would be happy if anyone posted them themselves, with or without profit, and shared them with any game makers they may know.

This is a handwritten book full of drawings. It may even be helpful for a game maker's imagination. It can be good "food for thought" for any game maker. Thank you for downloading and using my newest book!

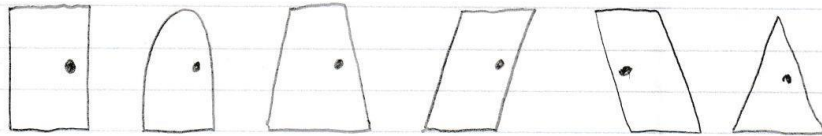


- ▷ 1.) You can buy emergency supplies ahead of time. Use a flute wherever you are & they'll be brought to you via a bird.
- ▷ 2.) Magic shoes that stomp the actual thing you jumped on but also the closest enemy behind you & nearest ahead of you (even though you did not actually jump on those two.)
- ▷ 3.) A magic sword that not only kills the thing you used against it but also other enemies within its radius (even though you didn't actually hit those.)
- ▷ 4.) When you use your sword a shadow of yourself will burst forward & continue to hit enemies. Then there's also a power up which has your shadow dancing around & attacking.
- ▷ 5.) There's a special thing within the level which turns all the coins into diamonds - which are worth more.





▷ 6.)



Different shapes of doors indicate where they take you.






▷ 7.) Different color gloves let you pick up & open things of the same color / gives you magical powers over a color.

Or a wand with a color crystal does.

▷ 8.) You have a bottle you can put potions into and drink ~~stra~~ straight drinks from but you can also get a magic glass/ chalice & if it's in your inventory the potion will be stronger.

▷ 9.) Within the same game you can be: a cowboy, pirate, gangster, goth, punk, spiritualist, mob person, police, soldier, political leader, ect. — all of them, a week at a time. Like living a hundred lives in one year.

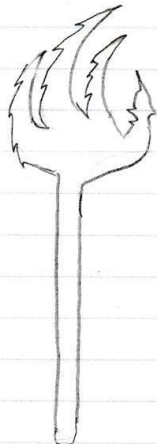


10    12  



10.) During an RPG fight an enemy brings up a large clock that goes backward with the year also being shown, also going backward. Depending what year it lands on the graphics change to what was typical of that year. Such as 1986 makes it like Dragon Quest (NES), 1994 something more like Final Fantasy 6, 1997 gives it all primitive 3D like Final Fantasy 7 had.

▷ 11.)



"Tiger claw" staff.

12.) If you have the "animal pendant" animals will help you in the game. A monkey will throw fruit towards you. A dolphin will let you ride on it. Horses will appear for you. Birds will drop things in front of you. You can travel down the hole a rabbit brings up to a special room. All just from having the Animal pendant.

Sam Jeremy



13 ★ ★ ★ ★ 16

- ▷ 13.) A town has upper class areas that can only be entered into if you are paying a 10% tax. If you choose to pay it, ~~the~~ 10% of the money you earn will automatically go to it.
- ▷ 14.) You can buy ordinary potion but also "fermenting" potion which grows stronger the longer it goes unused.
- ▷ 15.) An enemy tries to guess your name letter by letter. They throw a letter at you. If it comes back to them they know they guessed right. Otherwise it won't come back to them. If they manage to guess every letter then they'll always be stronger against you henceforth.
- ▷ 16.) You can don Holy Clothing to raise certain stats - or perhaps to gain the "Holy" spell, but you cannot use any weapons while you do, & must wear the clothing for a certain amount of time.

★ 17 ★★ 20

- ▷ 17.) A "trial" tower only allows you to use one thing — one weapon or one spell, & nothing more. If you make it to the top that way, a wizard will greet you & bless & empower that thing.
- ▷ 18.) The game gives you all kinds of figures — how many steps you took, how many times each weapon & tool was used, how many times every item was used, how much playtime, ect.
- ▷ 19.) When your characters each cast a different elemental spell (one for fire, one for earth, air, water) an elemental spirit appears to help you.

When all of your characters cast the same elemental spell (such as fire) a fire spirit will appear.
- ▷ 20.) There's a paint-by-numbers kind of thing. You get numbers & colors to fill in a painting & once fully colored something happens.

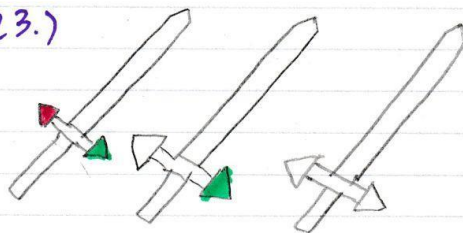




▷ 21.) There's a spell that makes things less harmful by taking things from them—their horns, claws, fire breath, sword, and so on.

▷ 22.) Not just magic ear-rings but also eyebrow & nose rings, and tongue rings make you better at uttering magic words, eyebrow ones give you magical sight.

▷ 23.)



At full health both red & green lights shine, the sword has maximum power. At half health only green is lit, the sword is less powerful. Any health below 50% no red or green light & the sword is at its weakest.

▷ 24.) In the underworld there is highly annoying screams & moans. You can get magical earrings though which silences them.





- ▷ 25.) You can put magic in your weapons & shields in an elemental way: must have a fire, earth, air, and water - one of each, to bring them to life.
- ▷ 26.) In an RPG you can have your level certified every five levels. There are "level towers" for every 5 levels. Each tower has its challenges. Make it to the top & receive your certification. Let you are at level 5 that means tower 5, 10 for 10 & so on. What is it for? Let is a sort of royalty thing. The higher level certification you own the more privileges & access to things you are given in the game.
- ▷ 27.) The game has a magical area where everything is blurry. That makes it too difficult to get through. Magic glasses however will let you see everything there clearly.
- ▷ 28.) When you pick up "special place" stones you are taken to a small magical place. They are stones w/a special look to them.



★ 29 ★ ★ ★ 32

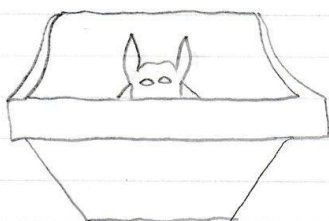
- ▷ 29.) you can buy bottle suppliments which manipulate stats in different ways & that has special effects on you such as making you faster, stronger, less vulnerable, more alert, more healthy, & a better fighter. you can even overdose a bit, but not too much! The better job they do the more they cost.
- ▷ 30.) Being on the verge of death raises your spirit stat. With it raised cures will be more effective on you when you are low on HP & when you are brought back to life you'll be brought back w/ higher HP.
- ▷ 31.) There are characters in the game that can raise your stats & even your levels. let you do a side guest for them, pay them, rescue someone, beat some foe, and so on.
- ▷ 32.) An eye with tear drops heal you, slowly. Drool from a monster mouth statue transforms you.





- ▷ 33.) You have a hood that automatically comes on, indicating something. Treasure nearby? A sword that automatically comes out when danger is nearby & other things automatically come out all indicating something.

▷ 34.)



You see different kinds of monsters peaking out. Some helpful, some harmful. Hit this from below & they'll come out. You can also enter into

these after they leave, taking ~~them~~ you into their realm.

Can be used differently - in a two player game or two character-flipping game when one is hit they'll go into this thing & found elsewhere, to be rescued later.

That can also require you go to a mini area through these to rescue your friend.

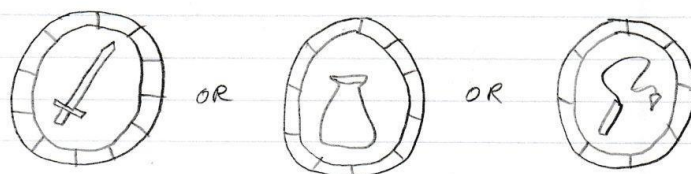
- ▷ 35.) you can throw statues to make them come alive. you can add components to statues to ~~make~~ make them more helpful once alive.





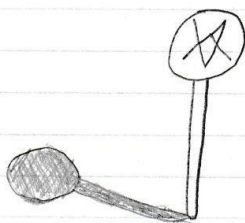
- ▷ 36.) A magic spell that gives you a bright orange aura which attracts more enemies. A dark aura spell keeps them away. A golden aura spell attracts harder enemies. A white one, weaker enemies.

▷ 37.)



A health meter with something inside. Every time your health becomes full you get a random surprise, as appears in the center.

▷ 38.)



Every time you step on the shadow of a sigil post you temporarily get a magic spell of one kind or another.

- ▷ 39.) Stepping on shadows has different effects but the darker the shadow the better the effect.





- ▷ 40.) You can bring up an orb of shifting colors that casts a shadow on different things. Enter into that shadow & something will happen based on the color shining down.
- ▷ 41.) If you die in a noble way (like by helping someone) you'll receive a lot of money when you come back to life.
- ▷ 42.) Every time you use two things in a row the second time is a bit more powerful / stronger / more helpful.
Using two tents in a row temporarily raises your max HP.
- ▷ 43.) Energy shoes give energy to platforms causing them to do different things like riding on them or taking you to different places. When you have energy shoes you can enter into a mech suit, turn on switches, mechanize things, and other things.

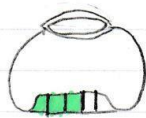
Adam Jeremy Lopez



▷ 44.) There's a Race job class: learn to become elf, goblin, dwarf, wizard, troll, human, and so on.

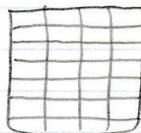
▷ 45.) Every particular thing you beat gives you a monster / being coin. In a certain shop you can turn them in to make a summon of them. They each require a certain amount, such as 40 dragon coins.

▷ 46.)

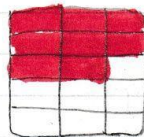


A bottle has a meter on it & once the meter is full the potion is at maximum power - it sort of ferments.

▷ 47.)



~



A block of rectangles will randomly increase an amount of health bars. Once you hit this a certain amount will randomly light up. In this case 8 lit up so you'll get 8 bars added to your health.

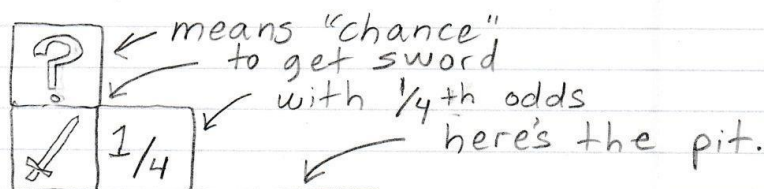




- ▷ 48.) Always a leap of faith because sometimes a pit will kill you if you jump into it but other times it'll take you to a bonus area. This is always random. The same pit can go either way.

you might give the gamer some odds, too. Such as the thing " $\frac{1}{3}$ " by the pit meaning you have a one in three chance to go to a bonus area instead of dying.

- ▷ 49.) To add to that idea - you have a chance of finding something below. Either that or dying by jumping ~~in~~ in. The game gives you this indication:



- ▷ 50.) A powerful death spell with a caveat: there is a 50% chance it will kill you instead. But if you are low on HP anyway then what does it matter?





- ▷ 51.) A magic folder can receive magic messages on paper.
- ▷ 52.) A full moon upgrade sword auto-evolves during every full moon.
- ▷ 53.) There is the "level up tower" that lets you gain a level each time you reach the top. you can't skip any fights while going up. Enemies in the tower change from level to level.
- ▷ 54.) An enemy is randomly put together before you piece by piece w/ different possible mixes. So it can come together w/ a number of different heads possible & other random parts placed together. Sometimes it may even be given two heads.
- ▷ 55.) You can put a magical note into one of your bottles, toss it into the sea, with something special happening later on.



Thank You for previewing this eBook

You can read the full version of this eBook in different formats:

- HTML (Free /Available to everyone)
- PDF / TXT (Available to V.I.P. members. Free Standard members can access up to 5 PDF/TXT eBooks per month each month)
- Epub & Mobipocket (Exclusive to V.I.P. members)

To download this full book, simply select the format you desire below

