

Notebook of New Video Game Ideas: Book Five

Adam Jeremy Capps

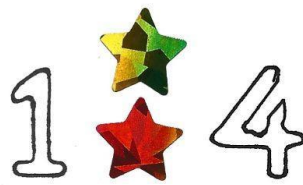
Notebook of New Video Game Ideas: Book Five
2023 Adam Jeremy Capps

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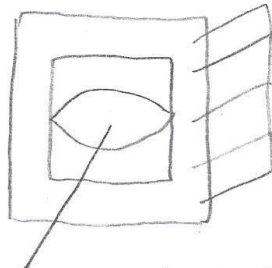
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▷ 1.)

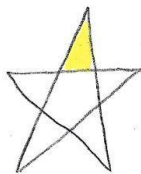


row of statues on each side.

Select among them

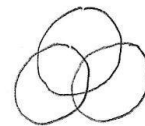
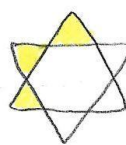
see what they see in the center eye.

▷ 2.)



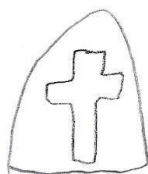
You can only enter into The Great Temple after freeing the 6 Holy people.

▷ 3.)



The game has a number of get-every-piece things, not only one. The last one can have colors blend together to create a "rainbow bridge."

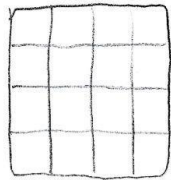
▷ 4.)



Get 3 pieces of the cross & you can enter into the grave underworld-like area.

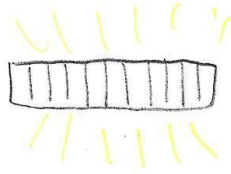


▷ 5.)



"ceterm grid." every slot requires a certain thing. Fill the grid w/ them to obtain something nice.

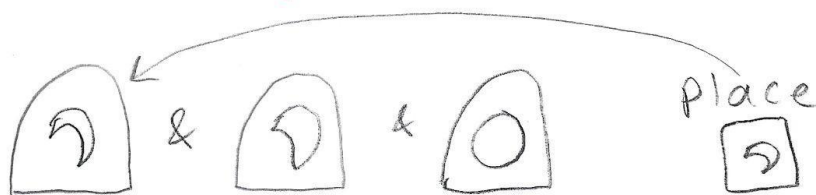
▷ 6.)



your health meter flashes when you are near a healing item.

& different energy meter color effects such as while you are invincible it turns a gold color, or perhaps a rainbow of colors.

▷ 7.)



There are squares w/ moon phases on them. When you place them they'll turn into something useful at that phase of the moon.

▷ 8.) There are magical stones which crackle & pop.

9 ★ 12

▷ 9.)

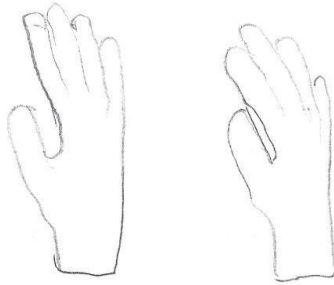


A rocket sword shoots out rockets.

Could be so when at full health but turns into a normal sword when not.

▷ 10.) A new-born sword turns the undead—ghosts, ghouls, zombies, into new borns, then causes them to disappear.

▷ 11.)



Spell where a giant hand pushes out the soul of your enemy in a quick strong push.

Also, if you want, that hand can grab its soul & give it to you. By doing so you can summon it later.

▷ 12.) you get a cube that you can place up to six different things on—whether for attack or defense, and you can call on all of those things at once.

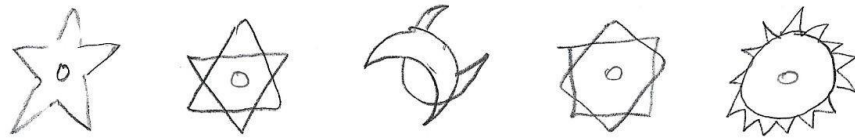
13 ★ 15

- ▷ 13.) There are giant birds which always come to a certain fruit. If you have that fruit you can set it down, a giant bird will appear, you feed it, and it will let you ride on it.

There can be a 2nd fruit too, one which makes it defend you instead.

Then two more can be added which does the same thing only calling on dragons instead. Those two however are especially rare fruits.

- ▷ 14.)

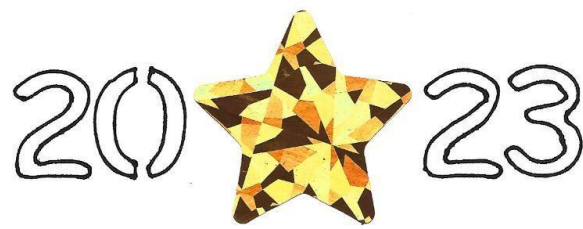


magical shuriken for the ninja character.

- ▷ 15.) you have a special book of magic full of more complicated spells, things like combined spells, more targeted spells, preempted spells, and so on. You use a whole page at a time - no more & no ~~else~~ ^{less}. you say "use this page" after flipping around the pages.

16 ★ 19

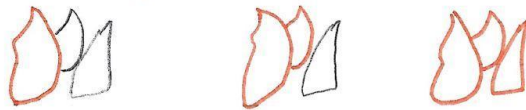
- ▷ 16.) To get through the lost woods you throw a magical boomerang & go in the direction that it does.
- ▷ 17.) You get mystery scrolls. You don't know what will happen when you open them.
- ▷ 18.) You can create powerful spells by putting together pages of magic. On a page you place a sticker such as one of a little flame or a large one (the larger the more powerful but also the more difficult to get.) Have magical stamps - like of a symbol of a god or a sigil of a spirit to summon. To boost the power of a page you swipe a crystal over it - which disappears afterward. Different crystals boost different things. Finally, you can have a white mage bless its restorative qualities & a black mage its destructive qualities. You now have a page of powerful spells all brought together to use whenever you want to.
- ▷ 19.) The treasure chest opens up its "mouth" and says "bring me ()". So you place that thing inside, mouth closes, opens again w/ something better inside.



▷ 20.)



In a platforming game, these are at the top of the screen. Fire, earth, air, water. They each have 3 pieces. You find the three pieces. When you get all three you get its power. They light up one by one. Like this:



▷ 21.) Magical boots where every 50 steps you make you get something nice.

▷ 22.) A hammer itself is a switch when used. It remotely flips a switch.

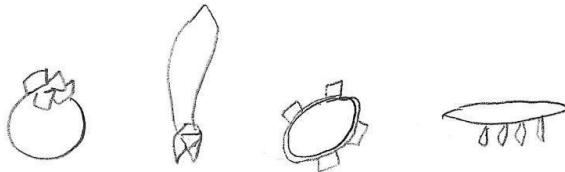
▷ 23.)



There are things with symbols on them which can only be picked up with gloves that have the same symbol.

24★26

▷ 24.)



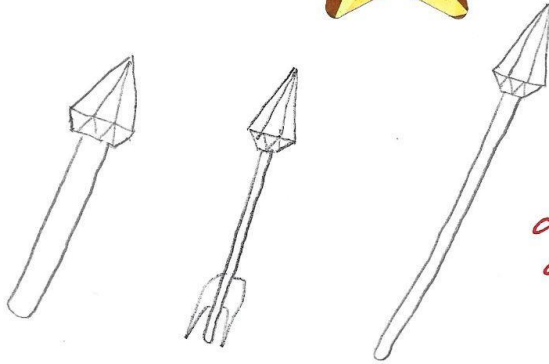
First you get a ring. Then one by one get fire, earth, air, & water gems — you've started out in having power over those. For level 2 of Earth, ect. power you get four elemental gems for a necklace. Then the same for a bracelet (level 3) to level four, the greatest power over the elements by obtaining the four stones for a head band or crown.

▷ 25.) Dig a hole w/a shovel, place a magic stone in, return after it rains & you'll find magical water of different kinds, according to what stone you placed there.

26.)
▷ There are magical pedestals which you place any full bottle you have upon them & they'll transform into a candle for a stronger & longer lasting effect.

27 ★ 30

▷ 27.)

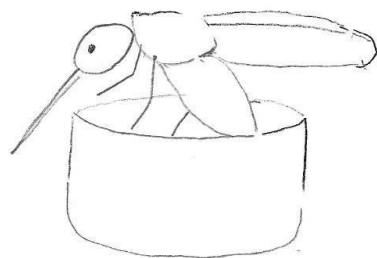


Diamond wand,
diamond arrow,
diamond spear

▷ 28.) Objects can be turned into energy — just about anything. Branches, stones, weapons, feathers, whatever. There is a number beside things indicating how much energy would be produced from them. The energy is used to empower or charge things.

▷ 29.) A magic bracelet that lifts you up when you are just about to die, and carries you to a safer place, automatically.

▷ 30.)



A mosquito in a pool of water. If it bites you, you'll shrink in size.

31 ★ 35

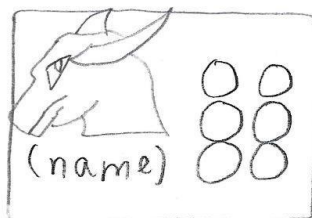
▷ 31.) To add to the last idea: the pool is full of blood. A red mosquito will fly out while a blue one will stay stationary.

▷ 32.) If a wizard like enemy hits you w/ its wand, you'll be cursed to face a tougher area / level. More enemies, enemies with tougher weapons, for example.

▷ 33.) There is an orb you can get which is positioned above your health meter. It adds energy. Each time you are hit it cracks a little. When fully broken apart you return to your ordinary health meter.

▷ 34.) you can have a wide wheel roll over an enemy to flatten them & turn them into magical stickers.

▷ 35.)



you get a punch card for every enemy. once so many holes are punched you get something special.



- ▷ 36.) There is an island in another dimension. There's a great sea. There are magical boots to walk on the sea, and it leads you to that island, a place you cannot otherwise go. In fact there are four such islands in the north, south, east, & west.
- ▷ 37.) In a platforming game a pen that can appear and draw you differently - it goes around you & changes your appearance. It could draw you into a more knightly thing or something like that. There can be a bad pen too which draws you into something ugly & weak.
- ▷ 38.) In the bestiary (list of enemies you have faced) you see a number beside them of the amount of times you've beaten them. Every 5 times you've beaten them (individually) you can "cash in" on something. The lower the number the lower the prize. If you cash in at say 30 times you've beaten them you get something much better. It can be their weaker attack to the strongest, too, that you get.

39 ★ 42

- ▷ 39.) There is a spell which make cages disappear so you can free someone inside or take what was locked inside.
- ▷ 40.) Every time the Bard in the game levels up, the music in the game changes (or maybe every 5 times.)
- ▷ 41.) To add to idea #39, pits have metal bars over them but you can go below by using that spell.
- ▷ 42.) There are spells that take days to charge, some that take a week, & an especially powerful spell that takes a month to charge.

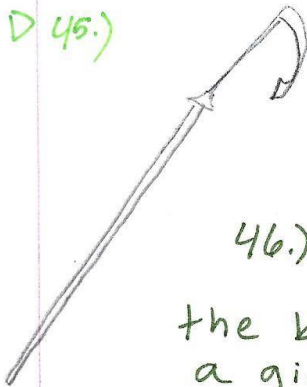
There is a magical hammer that takes three days to charge. Couple that with an extraordinarily thick wall which require you to return to it again & again until you've made a hole you can pass through.

43★46

▷ 43.) "The Evil Church" opens on a full moon at midnight. At that time, a demonic spirit can be seen at the very top w/ a hammer he uses to strike a gong with. The doors then open & you can enter.

▷ 44.) A 2D platforming game where you automatically jump over pits.

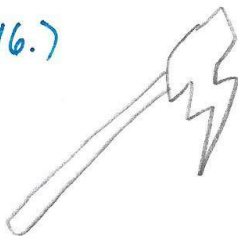
▷ 45.)



A fish hook spear you can use to catch flying fish.

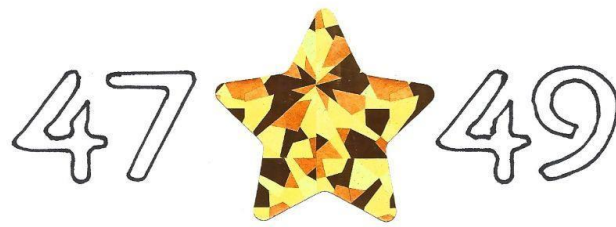
46.) A great tornado appears in a graveyard. All of the bones gather together to form a giant skeleton enemy.

▷ 46.)

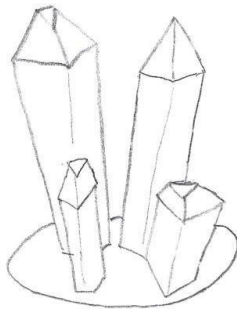


A lightning hammer.

strike it & 5 seconds later a bolt will strike that very spot.



▷ 47.)



1.) Release a fairy near crystals & they'll emit special energy.

2.) Whenever you cause crystals to grow, magic will surround the area.

3.) Whenever they're found, magic is around.

4.) Release a fairy near them & they'll transform into something better & more useful. then just re-capture them.

▷ 48.) You can place an idol before a dungeon's door. Then after entering things will be made a little easier inside, such as more powerups to be found. You might even have three such idols: one to cause more healing items to be found, one for more weapons to be found inside, and one which makes enemies a bit weaker.

▷ 49.) You can possess human-like beings remotely.

50★53

- ▷ 50.) magic to bend metal. Magic to solder metal, making things out of metal that way, not with tools but with magic.

↳ what tools do magic does instead from screw drivers to nail guns.

- ▷ 51.) you can take on a shadow form to run much faster & run through things.

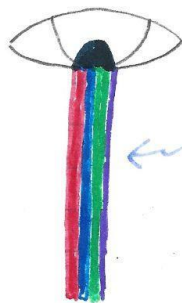
- ▷ 52.)



instead of a large bullet cannon a "star cannon" which shoots out rotating stars.



- ▷ 53.)



← is tubular & rotates,
A deadly rainbow beam.

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