

# **Notebook of New Video Game Ideas: Book Four**

**By Adam Jeremy Capps**

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**Adam Jeremy Capps**

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***For whatever help I can be...***

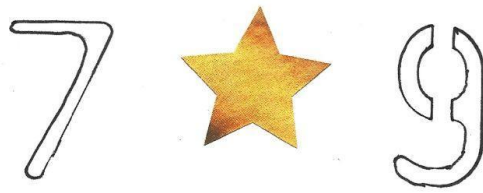
***"It's a secret to everyone."***

***A new, free-use public domain book.***

***This book contains three hundred ideas to put into any new video game. It is not synopsis based. It is element based. Feel free to use my ideas with or without credit.***

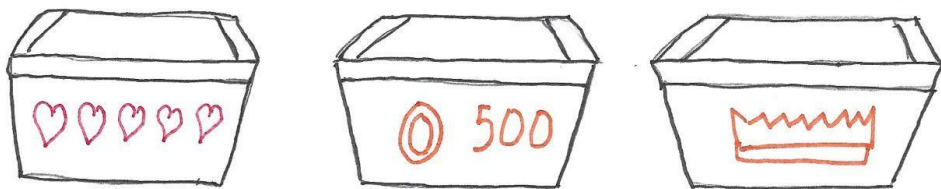


- ▷ 1.) Sometimes a meteorite falls from the sky. If you make contact with it a unique kind of random battle occurs. If you win you get to keep the precious stone.
- ▷ 2.) You capture the souls of your enemies and can mix them into your items & weapons.
- ▷ 3.) The town has a magical bell to ward off evil creatures. It is made of special material & is breaking. You are given the task of getting that special material & bringing it back.
- ▷ 4.) Using the brain in a glass case sort of idea for the head of a skeleton, dragon, or whatever else.
- ▷ 5.) You can turn flowers into glass flowers & use them in a magical way.
- ▷ 6.) Coins in the game have images on them. There are many different coins w/ many different images on them: an old king, knight, dragon, palace, ect., & each kind has a unique purpose.



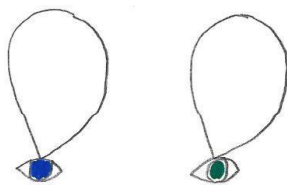
- ▷ 7.) Special chests w/a unique appearance indicate that they'll regenerate. So returning to it, you can take from it again. w/ another appearance it indicates that when it regenerates it will contain something new.

▷ 8.)



Treasure chests have things on them that indicate something you must have before you can open them.

▷ 9.)



There are statues of different colors. There are necklaces of eyes w/ different colors.

If you have the blue one then the blue color statue will open its eyes and help you. Same with green & red and on on.

# 10★11,12,13

- ▷ 10.) Some variations on the last idea:



You can double up on the eyes of the necklace instead of having four or so separate ones.

As far as the statues being a certain color, there just needs to be an indication of that (like their armor is a certain color instead of their whole body). Finally, colors can be mixed so you might need two colors of eyes for those.

- ▷ 11.) There are rocks w/ smoke coming out of them. You can pick them up and carry them with you. They ward off enemies, like preventing random battles.

- ▷ 12.) You have an hour glass weapon. You can use it two ways - to slow an enemy down, or strike and break it to much more temporarily stop them altogether.

- ▷ 13.) There are images on your shield that shows what's nearby.

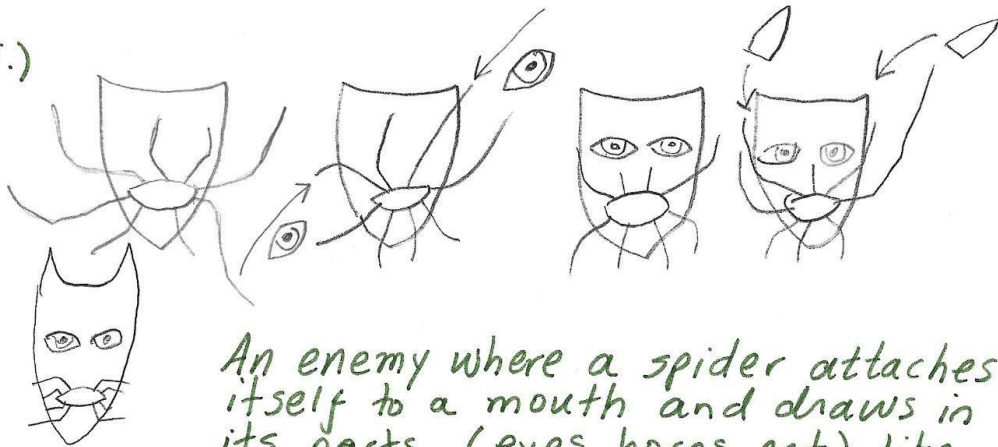
# 14★16

▷ 14.)



A crown of eyes gives you better and better maps. So a dungeon is much easier w/ a crown that has more.

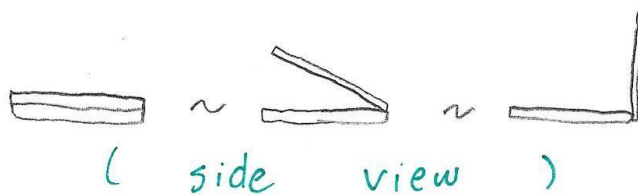
▷ 15.)



An enemy where a spider attaches itself to a mouth and draws in its parts (eyes, horns, ect.) like a mask, using its legs to do so.

cat then enters into the mouth & controls it.

▷ 16.)



This flap opens up. A two dimensional image / figure comes out of it.

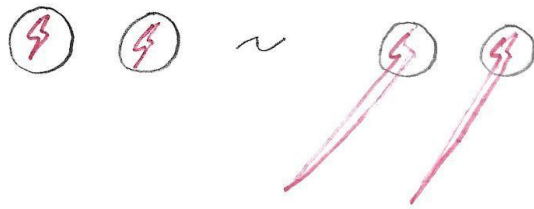
# 17★19

- ▷ 17.) There are games in the game that uses little statues. When you win at these games you win the pieces, which can be magically brought to life, such as a horse, summon creature. You could add to these games money, items, and little weapon pieces, and magical gems.
- ▷ 18.) There are two treasure chests side by side. You have a magic power to combine them (you can obtain that power) and get something better because of it. For example one chest has a sword & the one next to it a magical gem. By combining them into one chest you get a magically empowered sword.
- ▷ 19.) There is a king trapped in his throne room. When you free him he lets you into his heavenly kingdom — or his kingdom is fully brought back to life (maybe it was frozen in time or maybe ruins and the dead come back to life.)

# 20★23

▷ 20.) There is a fire sword you can only hold w/a magical glove.

▷ 21.)



"Bolt eyes"

▷ 22.)



Elemental coins can either be used to buy things

or you can cast a corresponding spell on them to get a random thing (taking a chance would add a fun element & no pun & to them.

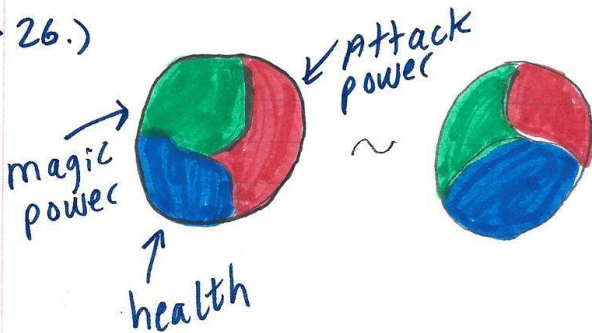
▷ 23.) Sort of like above but you can carry these into places of varied difficulty, by taking them to a hard to reach place & casting a spell on them you will get something nice. If you cast a spell on them in an easy to get to place you will not receive something as nice.

24★25 +1 (misnumbered)

▷ 24.) you can either slash grass or uproot it. one way gives you a certain kind of thing & the other way a different set of things. you can add to that "burn the grass" for a third set of things. you can add to that "freezing" then shattering" the grass for the best set of things to get from it.

▷ 25.) Having typical RPG stats in a platforming game. They can be meter based. They can be related by numbers of different colors whether in an RPG or different kind of game. Like if your defense is attacked that's one color, if HP, if magic powers are attacked then that's shown by numbers with their own color. Those numbers can even move around differently (have different animation) to make them more distinct.

▷ 26.)



An ever warping circular meter just as a nice effect.

# 27★31

▷ 27.) A shield with an eye on it shoots out lasers if you have any tear drop looking power ups for it.

▷ 28.) You can get magic paste to put onto weapons & armor.

▷ 29.)



A sphere that you can toss which electrifies the things nearest to it.

let <sup>rolls</sup> ~~rolls~~ maybe, electrifying things while it does.

▷ 30.) you have the magic power to send out a lot of mini army men to shoot everything around.

▷ 31.) There are water based things which can only be used when you gain a special power, or else they'll slip through your hands.

# 32★34

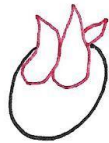
- ▷ 32.) There are worlds in a platforming game each with a number of levels (as in Super Mario Bros. 3) And a special helpful person randomly appears in one of the levels. You never know which level it will be & have to look for him or her.

▷ 33.)

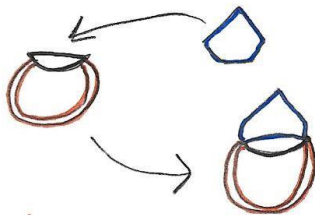


Getting three magical candles gives you a magical fire pitchfork.

34.) w/ magical gloves you can hold fire weapons & items.



▷ 34.)

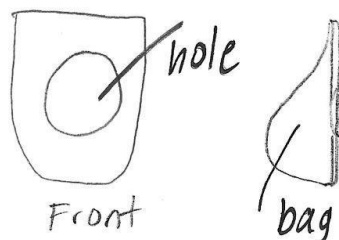


You have a magical ring that brings in special gems that are close to it, like magnetism.

They're then magical rings. & the same idea for necklaces.

# 35★38

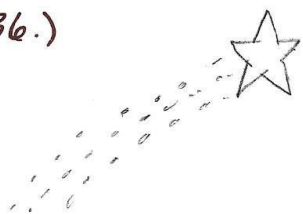
▷ 35.)



A bag "shield" to draw things in.

Things are sucked into its bag.

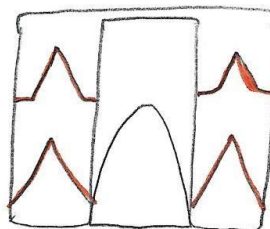
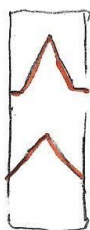
▷ 36.)



magical star that leaves behind a magical trail.

Takes you places you cannot otherwise go.

▷ 37.)

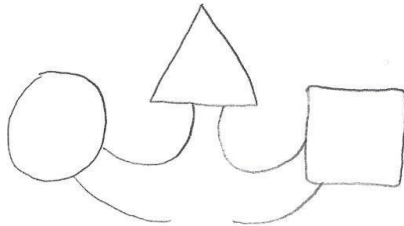


Get two stars to enter through this doorway. The two wrap around the columns making the doorway appear.

▷ 38.) At the end of the level there are four doorways. "Just leave," fight a boss for an item, gamble for an item, & repeat level for a greater item.

# 39★41

▷ 39.)



An enemy of this look.

Or serves as a powerup plant. In that case you can choose one by landing on it. The circle raises magic energy. The pyramid raises health. The cube raises both, just not as much. Once you jump onto the one you choose it withers away.

▷ 40.)



A ghost follows you around. It has an hour glass. If the time runs out before you dispatch it, it will attack you.

▷ 41.) During the level you can kill ten bats and give them to the boss at the end of the level instead of fighting it.

Or you can bribe enemy bosses in different ways.



▷ 42.) Your map has a magical mouth on it.

▷ 43.) The timer is a candle melting down instead of a number. Such as a black candle and there is a white candle you can get (like a powerup.) If you get it then it will switch to that one after the black one has melted.

▷ 44.)



You can throw a rope with a series of bombs on it.

▷ 45.) You can get fire crackers in the game just to light up the sky.

▷ 46.) There are pouches w/ "god of money" sigils on it. Whatever money you get becomes worth more. There's the same with "god of harvest" sigil pouches. The seeds you get will produce better fruit. A bottle with a Bacchus symbol gives you better potions.

# 47★51

- ▷ 47.) There are statues of a fist holding a sword. There is a magic power of making the hand open to take them.
- ▷ 48.) There is a special area where you can gain special magical energy. After you use the energy you have to return if you want more.
- ▷ 49.) There is magical food that turns beasts into helpful things.
- ▷ 50.) An annoying spirit flies around that brings statues to life as enemies. Like a black cloaked figure. However you can call on a white cloaked spirit that brings them to life in your favor.
- ▷ 51.) There are plants which store helpful electrical energy. There are plants with helpful oil, that emit a magical glow, and so on.

# 52★57

- ▷ 52.) There are molds you can use. You pour in different colors of magical fluid each of which has its own effect.
- ▷ 53.) You can add to the effect special flames, stones, mixing colors, and other things.
- ▷ 54.) An enemy can turn you into a giant cockroach.
- ▷ 55.) There are hidden towns that can only be entered into through hidden magical doors. Like doors w/o walls which take you into those towns, and the doors are hidden.
- ▷ 56.) The music in the game lets you edit it. Like through a mini & simple notation software.
- ▷ 57.) There is a "20 second delay" of death item. When you die you are granted 20 seconds to find a healing item, or else truly die. You can use that item when & where you want.

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