

Notebook of New Video Game Ideas: Book Six

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By Adam Jeremy Capps
A new public domain book

The following pages are filled with 300 ideas for any new video game. These are ideas based on new elements, not stories or settings and definitely not synopsis based. For example these are ideas for things like new power ups, weapons, spells, and enemies, and not where the game takes place, character backgrounds, and such things.

These ideas are 100% free to use in this new public domain book. I like the idea of influencing new games with or without credit! This is my contribution to the game community. I cannot program but I can design a book like this, and a good one at that, full of great ideas.

This is the sixth one of its kind. Its kind is hand written and scanned in. For a little more fun I used stickers and lots of colors for it. I have tried to make my handwriting neat and orderly.

You can find the other five of these online free, as ebooks. If the printed version is more useful for you then there are those available and at low cost.

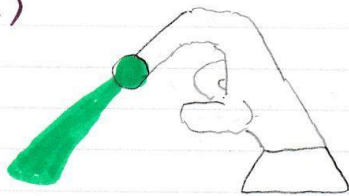
There is one mistake here to mention: one misnumbered page. That one page was tacked onto the end as you will see.

Go ahead and use my ideas. "It's a secret to everybody!"



- ▷ 1.) You have a magical belt which changes color over time, becoming more and more powerful.
- ▷ 2.) The same for wands, swords, and other things.

▷ 3.)



A sort of statue of a hand. Going under its rays transforms you.

All four fingers used too, each with a different beam.

▷ 4.)



Being rained on with stars falling from a brick.

▷ 5.)



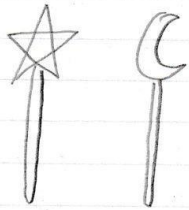
1 = A straight flying shuriken. 2 = Goes in a circular motion. 3 = Shurikens rain down.

(shuriken powerups to get.)



- ▷ 6.) purple coins give you a random amount of coins at the end of the level. could be 5, could be 50.

▷ 7.)



During the day it's a star wand. During night it is a moon wand.



During twilight it's a sun-moon wand.

- ▷ 8.) shooting energy at certain stars creates a black hole which sucks you into another dimension.
- ▷ 9.) AI created things. The kind where you type in some words & it produces things. You can collect words in the game.
- ▷ 10.) "Dazzle stones" temporarily makes things sparkle & does things like improve things visually.

11 13

▷ 11.) Glass cubes broken with a hammer. What's inside & what does it do? What comes out? Whatever it is, you can see it through the glass. Instead of a hammer it may dissolve in a pool of water.

▷ 12.) There's a "toy master" job class. She uses childish things for weapons & powers. One may be throwing hard candy into a pool of water, transforming it.

For a neat effect it can have the water have stripes (like a candy cane), little stars or other such things.

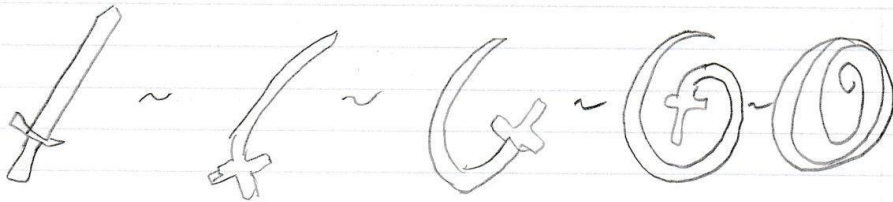
▷ 13.) There are magical circles in places which require certain things to summon a demon there. Certain candles & an offering for example. It's always changing to (the requirements) you'll only know what it needs by having a magic book that tells you.

14 ★★ ★ 17

- ▷ 14.) An annoying spirit enemy that grabs you & if it does it forces you into a dance, wasting your time.
- ▷ 15.) There are skeleton enemies, you can transform into a werewolf too & if you do you can eat their bones. It may even give you a power or something.
- ▷ 16.) You get dream weavers that you can use before sleep & when you do your rest takes you to a dream dimension. A short but helpful area.
- ▷ 17.) You can enter into a craft contest. The higher the quality of items used by you, the more likely you'll win. You have to find those items first & they are not always easy to get.

18 ★★ 21

▷ 18.)



"Transforming a sword into a magic ball."

▷ 19.) According to how well you did at a level (enemies beaten, things gotten) you get a percentage number. The better you did the higher the number. When it goes to a 100% you get a bonus level.

▷ 20.) You collect dance moves for powerups & perform the dance when you want, the longer the dance the greater the effect. So for example one is "arm swing" & another "swing body."

They may be for a "dancer" job class in an RPG.

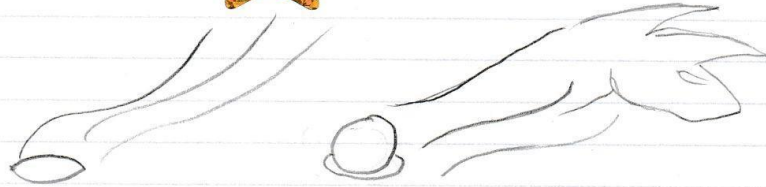
▷ 21.) The center of town has different bards playing music. They are scheduled based. By attending you benefit from the magic it causes.

22 205

- ▷ 22.) you collect dice squares. when you've gotten 6 of them they form into a cube, a die. They don't have to go from 1-2-2 however. They can be six sides of six if that's what you get. The higher numbers are worth more & are harder to get. After you get them it rolls & whatever number it lands on gives you something.
- ▷ 23.) You can pay a wizard or technician to put your soul into a different body or robot body.
- ▷ 24.) An enemy takes your sword & runs away. However when you find him the sword has been made better & you can fight him to get it back. or w/a wand or whatever else.
- ▷ 25.) A magic wand you can point at a "wanted" poster. After that the wand will beep when you are near the wanted person.

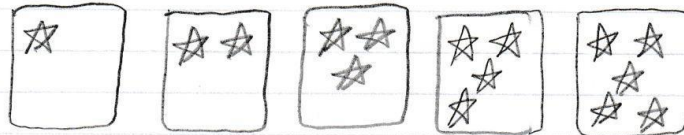
26 ★★ ★ 28

▷ 26.)



place a magic ball on a hole which has smoke coming out. The smoke will become an actual thing.

▷ 27.)



The look of batteries in the game.
The more stars the more volts.
One thing only uses 1, others only four, & those alone.

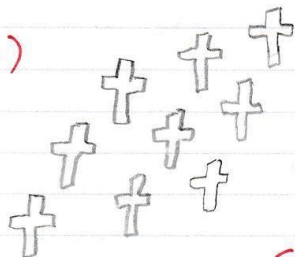
indicates what star box you need.

▷ 28.) Every time a white mages HP goes over maximum his/her cure spells cost less mp.

Every time a black mage over-kills a certain spell costs less mp.
Call it "Might" or something.

29 ★★ 32

▷ 29.)



A spell of raining down crosses is effective against the undead.

Use in a graveyard and something special will happen.

▷ 30.) You gain seconds of going upward & seconds of flying forward. So if you've gotten 5 you can raise upward for 5 seconds, going as high. After perhaps 10, you start getting forward seconds, 30 seconds, a minute.

▷ 31.) You can summon a very priest looking spirit to send evil monsters back to hell.

An exorcist spell or item.

▷ 32.) You can magically transform the venom within a snake to be helpful instead of harmful.

37 ★ ★ ★ 40

▷ 37.) An enemy can obstruct you (or an object) by making your power up go backwards instead of forward.

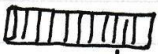
▷ 38.) magic stones (crystals, diamonds) gravitate towards certain things like headbands, rings, ear rings, necklaces, swords, staffs, ect. Just by being near them or freeing them they'll attach themselves to them & enhance them.

▷ 39.) There's a statue w/ a hand pointing left. Don't touch it because if you do, you'll be taken back to the start of the level.

or if it points up you'll go up, as to a bonus place. & the right hand may indicate where it takes you.

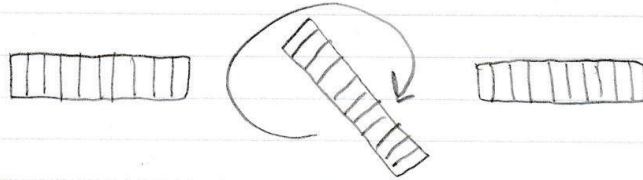
▷ 40.) A feather with a crystal on the bottom is the look of a powerup that lets you fly.



- ▷ 41.) your head turns into a helicopter, or your arms turn into airplane wings, your feet turns into flames or a trampoline, hands become spiked balls, and so on.
- ▷ 42.) A special circumstance causes the world map (the kind you find in Mario Bros. 3) to rip in half and have the second half turn into something else.
- ▷ 43.) mystery bricks can contain anything, either helpful or harmful. An item you get lets you know. It has the brick say what it has. Without that special item you are just guessing.
- ▷ 44.) your energy bar () sometimes gets a random gold piece which takes more to go down. Maybe gotten when you get a gold bar in the game, it can appear anywhere on the over-all bar.

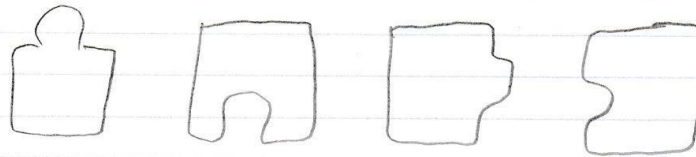


▷ 45.)



Getting a gold bar (rectangularly shaped) causes your energy bar to spin around & turn gold colored, adding to your defense.

▷ 46.)

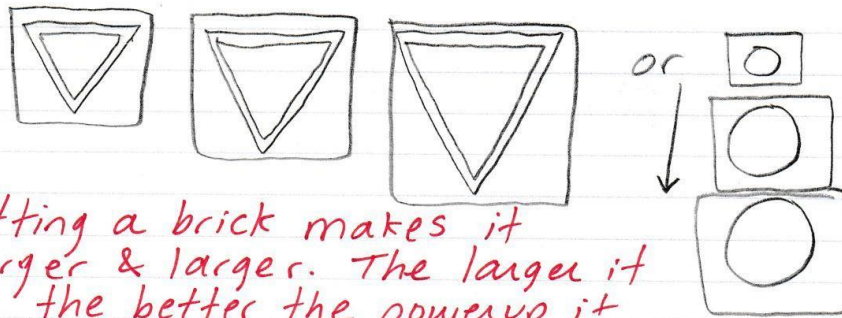


There are four puzzle bricks like you would hit in a platformer & by getting all four an image shows & you get something.

▷ 47.) (Considering level themes - typical ones are ice based or wind based, but being more unique like Mario World did with ghost houses. Easter themed (hidden eggs, rabbits) instead of the more common Halloween theme, for example.

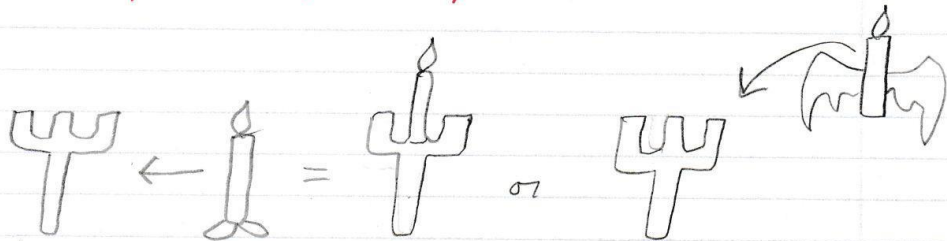
48 ★★ 50

▷ 48.)



Hitting a brick makes it larger & larger. The larger it is the better the powerup it provides, however the chances also grow that you'll either get nothing or it may even harm you.

▷ 49.)



Having a candle stick that attracts candles to it. The ones that walk & jump onto the candle stick are not as powerful as those which fly onto it.

▷ 50.) To add to that, have the candle have different wings such as bird or bat.

& to add to that there can be single, double, & tripple candle sticks. the more the better.

51 ★ ★ ★ 53

- ▷ 51.) You can throw numbers at things. You get number power-ups, 1~9. So you see two of something and throw the number "2" at it to make something happen.

might also have multiplication, add, or divide powerups (\times , $+$, \div)

- ▷ 52.) In a side scrolling game there are things in the far back background that you can only get with a "draw in" power up.

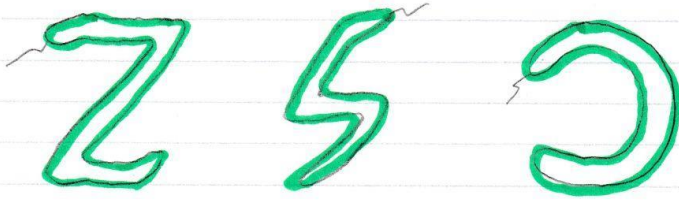
- ▷ 53.) After you beat a boss you get a grade orb (Grades as in an "A", "B", "C", "D", or "F.") (A) (B) (C) (D) (F)

They can be traded & the higher grades get you better things

Can also get them at the end of a level. The better you do at the level the better your grade sphere.

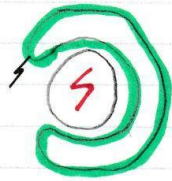
54 ★★ ★ 56

▷ 54.)



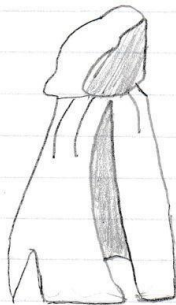
"Snake power." Different shapes of snakes. When they bite you you get a certain power. Like if bit by a lightning bolt shape snake (⚡) you get lightning power.

▷ 55.)



The same idea only an orb in the center says what happens if you are bit.

▷ 56.)



you go into the under-realm/ under area by jumping on top of an empty cloak.

When you jump on it, it collapses & you are taken underneath as though a hole appears.

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