

Notebook of New Video Game Ideas:
Book Three

Adam Jeremy Capps

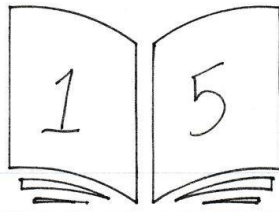
Notebook of New Video Game Ideas: Book Three

2023 Adam Jeremy Capps

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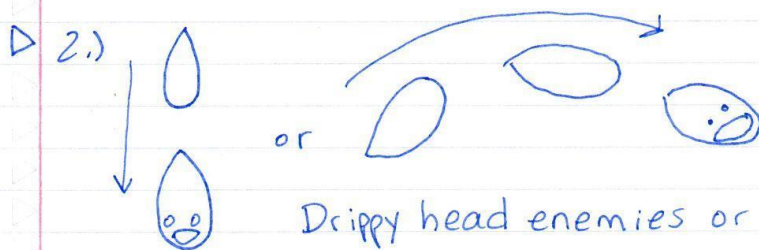
“It’s a secret to everyone”

A new public domain book



- ▷ 1.) certain small enemies/enemy heads bite into your wand giving it a special power.

Or they drain all of your magic power that way and use it against you.



Drippy head enemies or power up.

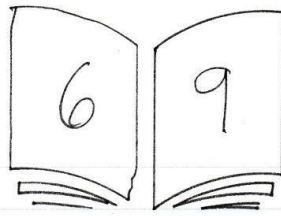
- ▷ 3.)



Slime enemy that comes out of a pipe

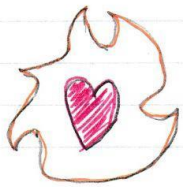
- ▷ 4.) ctf you die near a golden vulture it will bring you back to life.

- ▷ 5.) The power-up of a flame. When you make contact w/a little flame you gain firey wings.



- ▷ 6.) One of your weapons is a candle & you must collect wicks to use it. Different wicks do different things too.

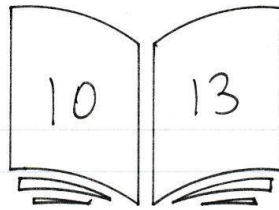
▷ 7.)



Some power ups have flame surrounding them & the flame must be blown out to take them - like w/ a magic wand or wind spell.

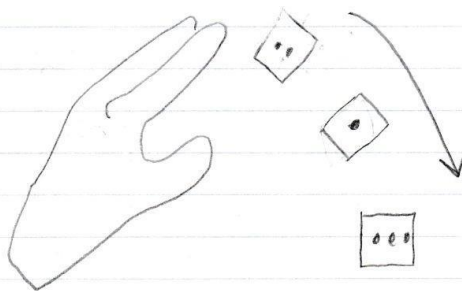
Sometimes you just have to wait until time has passed in the game as it gradually goes out.

- ▷ 8.) The game has a credit card system, maybe an ATM, things of investment.
- ▷ 9.) "Bonded" money. You may continue to receive it as long as you agree to certain terms like "collect () in amount of ()" or do this or that.



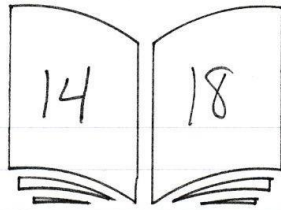
- ▷ 10.) Acts like a boomerang but is not one.
- ▷ 11.) power ups that resemble planets give you power accordingly. Such as Saturn giving you rings, Jupiter making you large, Pluto smaller.
- ▷ 12.) An enemy that gradually opens its eyes (more like a face on the wall) & if they fully open then they will shoot forth beams. Or to have that as a weapon: you "charge" the eye (by holding down a button) until it fully opens & shoots forth rays.

▷ 13.)

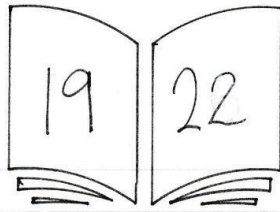


enemy hand throws a die,

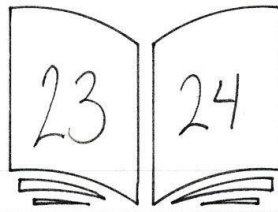
Will do something to you depending on the number.



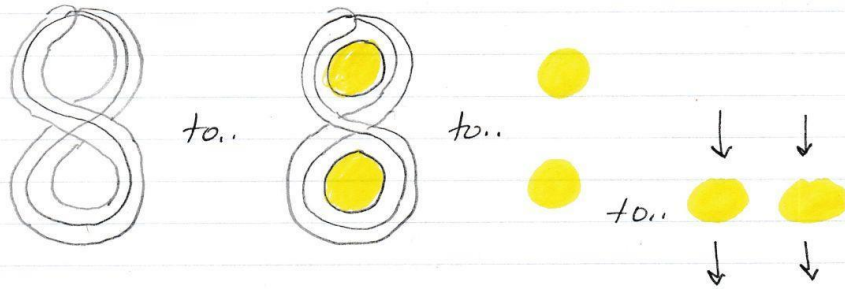
- ▷ 14.) Defeating the ghost king. when you've beaten him he kneels, takes off his crown, holds it out towards you and turns to stone.
- ▷ 15.) A face on a wall says "I like the taste of L >" and if you place that in its mouth it will open and allow you to enter.
- ▷ 16.) A tree gains wings on which you can fly. However they only go from one forest to another (an early game limited travel thing.)
- ▷ 17.) Instead of having a bush to burn to reveal a hidden stair case (as in the original Zelda) making them bonsai trees. Just an alternative effect.
- ▷ 18.) There are once daily potions to boost stats.



- ▷ 19.) A thing that turns you into energy and sends you to a lower area, and another that does the same only it sends you above. You can tell the difference by color. A magical flame that turns you into upward going smoke.
- ▷ 20.) Crystal balls that only break when you throw a magical rock on them.
- ▷ 21.) every time you defeat an enemy you get a magical flag. They are one use. If you wave it apart from a battle it will call them forth for a fight. If you use it during a battle in which they are present, it will turn them away.
- ▷ 22.) Poked by a crystal, be transformed.
poked by a cactus, be transformed.
"Calling up" cactuses to guard you,
throwing spikey crystals each with their own effect.

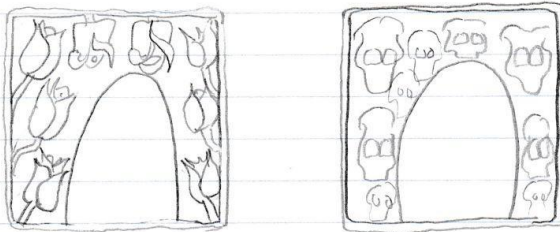


▷ 23.)

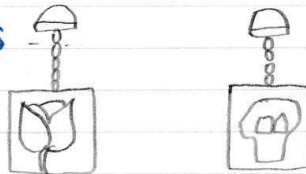


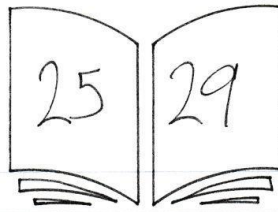
The effect of a circling snake, two coins appear upper & lower, snake disappears, coins fall down. Or as a weapon two red disks appear that attack nearby enemies. Could be a charge weapon. The longer you hold a button down the more powerful the disk, going from green to red.

▷ 24.)



The only way you can enter is with a special item.
One that matches what surrounds the doorway.





▷ 25.) There are eight legendary dragons. They are shown above certain doorways. Every time you defeat one of them you can now go through those door ways.

▷ 26.) A shield can capture the image of things and take its power.

▷ 27.) A monster head balloon to help you.

▷ 28.)



Dangerous monster head drool from above.

Cyclops w/ dangerous tears coming down.

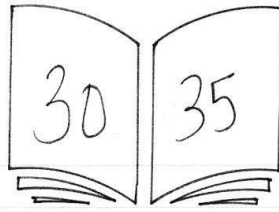
▷ 29.)



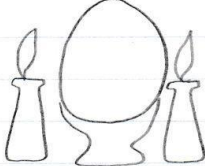
monster meat



makes the image of a monster/monster head drool down acid that opens up a hole.



- ▷ 30.) If you take an image of a loved one to the grave of someone who once loved that person then the spirit in the grave will help you.

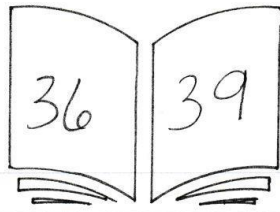
- ▷ 31.)  Blow out the candles & the crystal gives you its power

- ▷ 32.) A great serpent goes from one ledge to another, turns to stone, creating a bridge.

- ▷ 33.) You can create helpful perfume out of certain things.

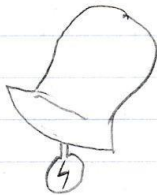
- ▷ 34.) Certain acid turns you into a skeleton.

- ▷ 35.) Certain goop makes you very fat temporarily, which is cumbersome.



- ▷ 36.) cef a gambler job class the gambler has a "book of beasts" which opens at a random place. The page it lands on is of the beast which will be summoned.
- ▷ 37.) A skeleton enemy w/ its real head inside its rib cage. you can only defeat it by attacking that head.

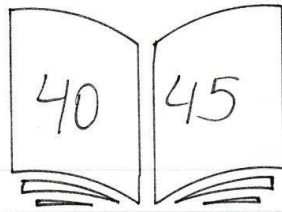
▷ 38.)



every few tolls of a bell is a lightning strike

▷ 39.)

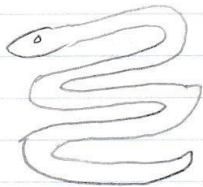




▷ 40.) Different color magical gems to collect.
Each color gives you control over the
things that have that color in a game.

▷ 41.) Every wand has two effects, one from thrusting
the wand and one from twisting it.

▷ 42.)



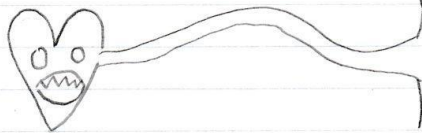
A snake spring to spring
up on.

Can be called forth.

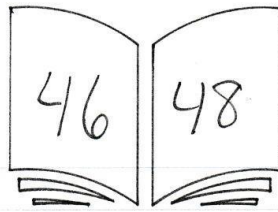
▷ 43.) The only way to get through the Great
Desert is by riding on a giant sandworm.

▷ 44.) Seeing a certain feather means you
can call upon the bird of a kind,
each with their own bird whistle.

▷ 45.)

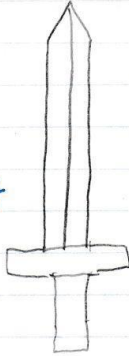


The heart of an
enemy comes
out to attack
you.

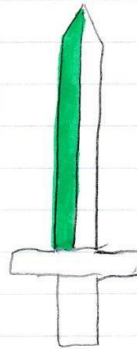


▷ 46.)

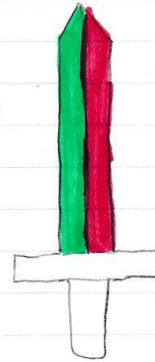
Sword
at
lowest
power



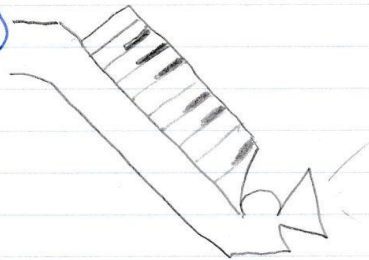
Sword at
mid
power



Sword at
max
power

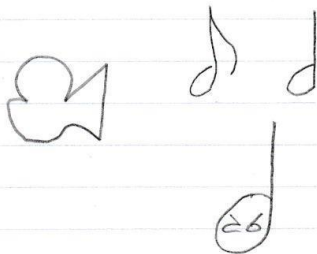


▷ 47.)

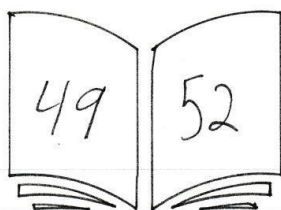


Rolling / sliding down a
"keyboard & horn" hill
for just a neat effect.

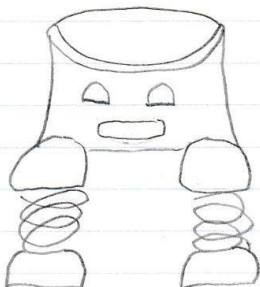
▷ 48.)



Jump on the horn,
produces musical
notes that goes
against area
enemies.



▷ 49.)

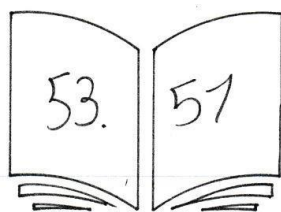


you can call forth this guy to jump much higher with.

▷ 50.) A spell that turns the enemy into harmless like jelly. Then if you jump on them they splash apart. If you strike them they split into pieces.

▷ 51.) During the last battle you fight as a being that is your whole party into one (all of your party form into one being.)

▷ 52.) There is a mysterious room with bubbling slime which changes color over time. you can throw things into it. Depending on the color a certain thing will happen.



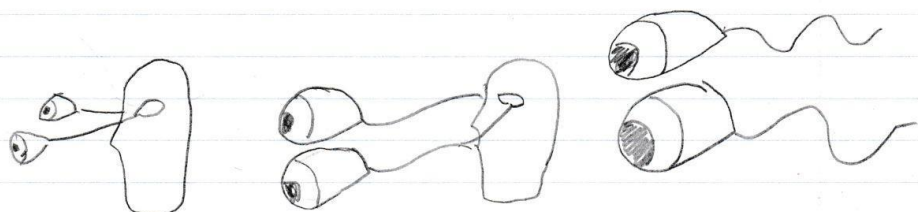
▷ 53.) Different kinds of magical stones can be used w/a sling shot.

▷ 54.) "bomb" shirican



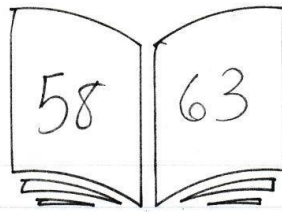
▷ 55.) shirican that saws through things cutting them down or splitting them open.

▷ 56.)



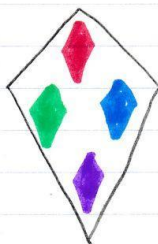
"eyes coming out of a head"

▷ 57.) A spell that turns a weapon into a joke item. Making guns into funny looking kid's toys, making an axe a rubber axe, making a sword go limp.



- ▷ 58.) "Pure soap" is a spell, one good against things like roach enemies.
- ▷ 59.) There is a much cheaper spell to cast among cure spells but it cures the enemy too.
- ▷ 60.) There is a spell that turns other spells into something else, like fire into cure.
- ▷ 61.) Special one use items transports you somewhere else during battle, such as one for the nearest inn or to a dimension w/ a merchant there to buy things then return to battle.
- ▷ 62.) A spell that calls forth a ghost merchant.

▷ 63.)



Getting the four gems for a magical shield.

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