

# Notebook of New Video Game Ideas: Book Six

Adam Jeremy Capps



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Notebook of New Video Game Ideas: Book Six

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.

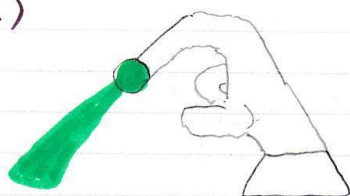
Go ahead and use my ideas. "It's a secret to everybody!"





- ▷ 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.

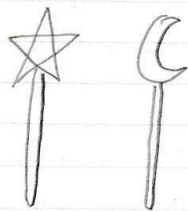
3 = Shurikens rain down.

(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.

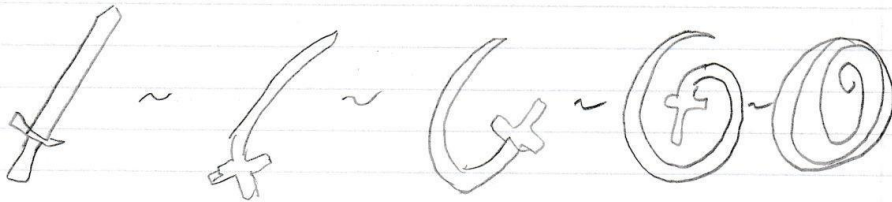


# 14 ★ ★ ★ 17

- ▷ 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.) 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.



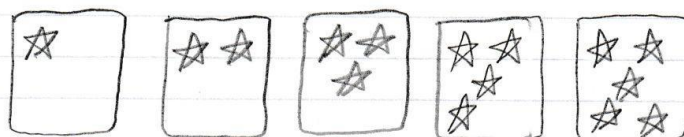
26 ★ ★ ★ 28

▷ 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.

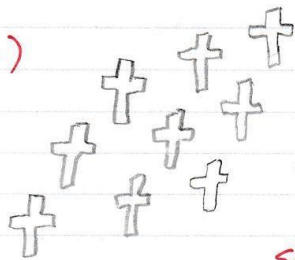
indicates what star box you need.

▷ 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.

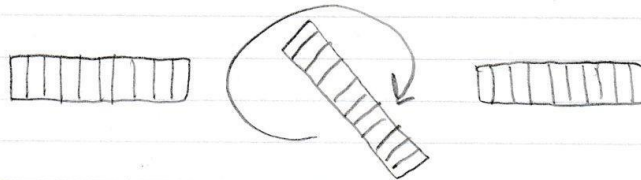
▷ 40.) A feather with a crystal on the bottom is the look of a powerup that lets you fly.



- ▷ 41.) your head turns into a helicopter,  
or your arms turn into airplane wings, your feet turn 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.

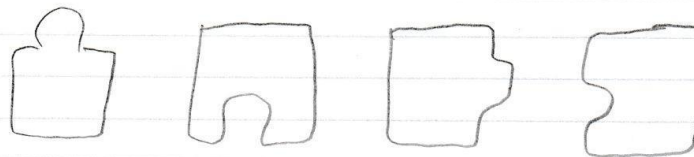


▷ 45.)



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

▷ 46.)



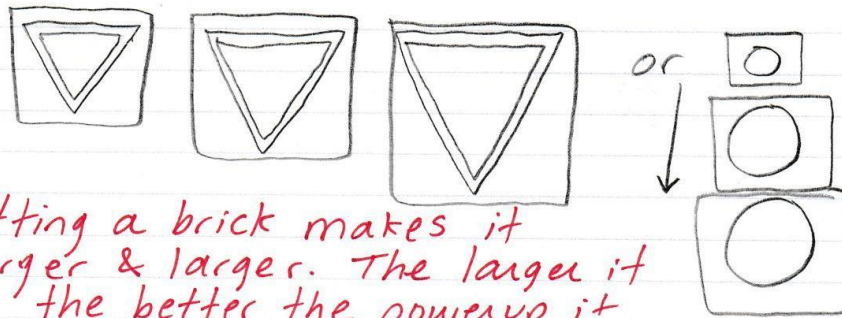
There are four puzzle bricks like you would hit in a platformer & by getting all four an image shows & you get something.

▷ 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.



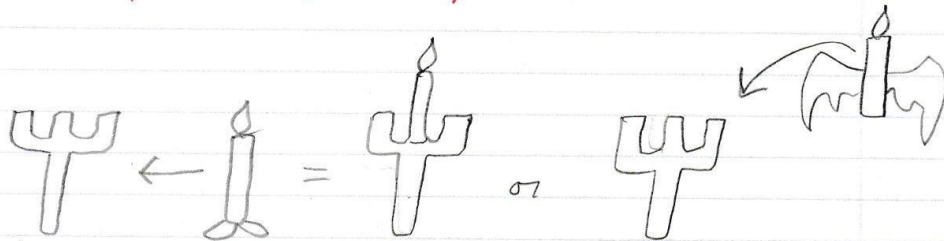


▷ 48.)



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.

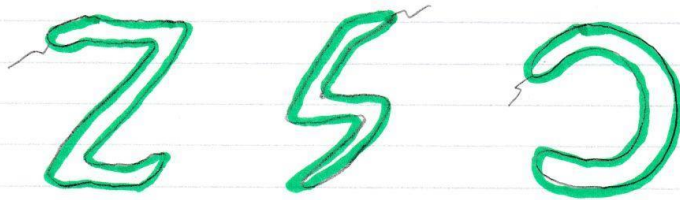
- ▷ 53.) After you beat a boss you get a grade orb (Grades as in an "A", "B", "C", "D", or "F.") (A) (B) (C) (D) (F)

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.

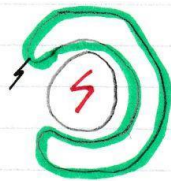
54 ★ ★ ★ 56

▷ 54.)



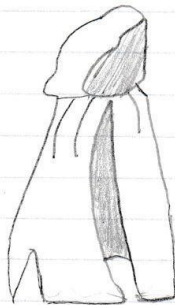
"Snake power." Different shapes of snakes. When they bite you you get a certain power. Like if bit by a lightning bolt shape snake (⚡) you get lightning power.

▷ 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.

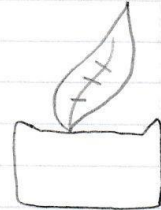
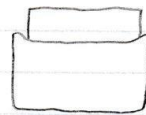
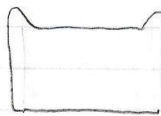
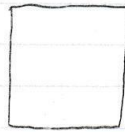
when you jump on it, it collapses & you are taken underneath as though a hole appears.



# 57 ★ ★ ★ 60()

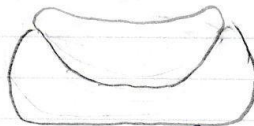
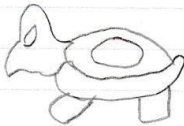
- ▷ 57.) you are hired in the game to cast spells, such as constructive ones. Certain spells are not there to harm or cure yourself, but to create & improve. Call them "job spells."

▷ 58.)



Put a square brick into a square pot to have something grow.

▷ 59.)



Throw the turtle into the boiling pot & get turtle soup.

A bowl will appear before you.

- ▷ 60.) There are "theif teleporters" you have to watch out for. They are seen as a glowing square or circle. If you make contact w/ them the things you own are taken & magically teleported elsewhere.

# 61 ★ ★ ★ 64

- ▷ 61.) A ghostly spirit/energy like boomerang (as opposed to a solid object) which takes an enemies energy & sends it to you.



An enemy where all the parts of its face has wings.

Or if not an enemy a helpful god.

- ▷ 63.) There is a cursed place cursed by an ever burning black candle. The candle is causing the curse. It has a flame that can only be put out by the wind of a magical wand.

- ▷ 64.) The game lasts ages - would take you 5 years to finish. You evolve along with it. Things are invented along while, the whole world shifts & changes. You are reincarnated so die when you want to. In fact by doing so you are brought back 20 years ahead of time.





- ▷ (65.) You have a pet bird you can have fly upward & depending on how it whistles or chirps you know what is around, whether a warning or an indication something nice is nearby.
- ▷ (66.) There are standing suits, some angelic looking, others demonic, some like armor, and just by jumping on top of them you are made to wear them, gaining their power.
- ▷ (67.) The key makes the treasure chest appear. Without the key you will never see it. With the key you just need to be in the right area for it to magically appear.
- ▷ (68.) You have a magical power of drawing in all nearby enemies to transform yourself into some sort of mutated monster. It could be tricky to use that new body, but perhaps beneficial.




- ▷ 69.) There is a demonic dog protecting an area. There is a certain kind of magic meat that will make it friendly to you if you give it to them.
- ▷ 70.) You get "salvation points" according to a powerup & on screen as something like an "S" with a number beside it.

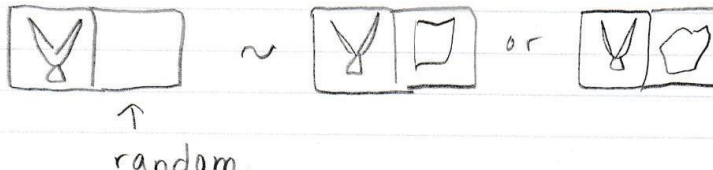
They save you from what would ordinarily kill you. So if about to drown a swim tube appears. If facing an onslaught a protective spirit appears. If you would have fallen in a hole, you are lifted up by a cherubim.
- ▷ 71.) There are magic eyes around. If they see you doing good they will reward you, such as by magically causing money to appear.
- ▷ 72.) You can rent out tools to gather things much easier than normal, at the cost of a portion given to the renter.



# 73☆☆75

▷ 73.) You can get a subscription service in the game. Comes in once a month at a cost. Provides you secrets in the game, like where to find treasure, hidden places, magical tunes for your magic flute, passwords you cannot otherwise use, and how to cast certain spells. You even get a few coupons for weapons or items.

▷ 74.)  There is a "reward bar." The fuller it is after a level the better reward you receive. If it goes all the way down before beating a level, you don't get anything. It goes down every time you are hit (or perhaps every two, three times.)

▷ 75.) 

The 1<sup>st</sup> brick is already set, either scissors, rock, or paper. Hit that first brick & the one to the right of it will have rock, paper, or scissors appear, randomly. You can either win something or lose something.

# 76☆☆78

- ▷ 76.) Weapons have enhancements you can buy. you can buy a glove & buy enhancements for it such as lifting heavier things, stealing, pounding, "drawing in" & so on. you can buy an axe & the enhancements of splitting apart bars, "toss them" better, ect. you can buy a sword & buy enhancements such as different sorts of energy permeating in them or helping you apart from your will. You can buy boots and add enhancements like walk on air or water.

you get stones to do so. they are called "sword stones" if used for a sword, for example. Some enhancements only require one, better enhancements require more. sometimes you can buy them, other times you find them.

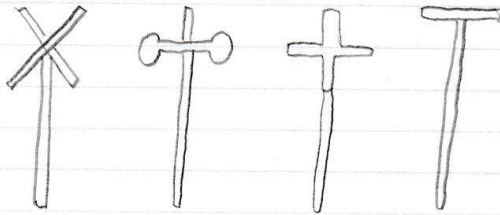
- ▷ 77.) A wizard enemy sends you to a 2D level, in a 3D game.

- ▷ 78.) Chests are made out of different types of metal & you can only open them w/ a key of the same metal (gold for gold.) Especially good chests add a gem to that, such as diamond or sapphire, requiring the key to also have that.





▷ 79.)



Times, divide,  
add, and  
subtract  
stuffs.

▷ 80.) A weapon that turns enemies into balloons. you can ride on them too, or shoot them down with anows.

▷ 81.) There are rubber balls w/ monster heads inside. cef you pop them the head appears & comes after you. Sometimes a helpful fairy may be inside. One way of popping them might be throwing or kicking them onto spikes.

▷ 82.)



OR



There is a coin that turns around. cef it lands on heads, your head changes. cef tails, you gain a scorpion like tail.

Can do the same with other body parts or something like sword/ shield. Body = square coin, weapon = triangular coin?



▷ 83.) Every 20 minutes of non-stop playing gives you 5 lups. you cannot stand idle for more than 2 minutes however & pausing does not count.

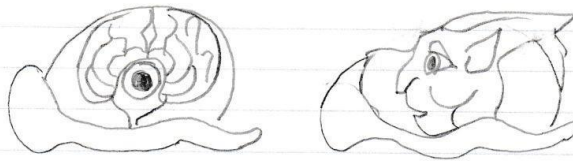
▷ 84.) There is an electrified pit that you can throw anything into to energize it.

Some are on the ground, some on the wall. ctf you throw a boomerang in it it'll come back & give you energy.

Certain stones become gems.

ctf you cast a lightning spell on it then its power to improve will increase.

▷ 85.)



"monster head snails." Can climb walls. Some have dangerous tongues.



- ▷ 86.) A wizard in a white robe always helps you. let casts devide on you giving you a helpful shadow self similar to the effect in Ninja Gaiden 2 (NES.) The black robe wizard however casts "Compact" on you, squishing you into a little ball, killing you.

Then you can have wizards of all kinds of colors each doing there own thing to you, whether helpful or harmful. Gray can be kind of harmful but Kind of helpful.

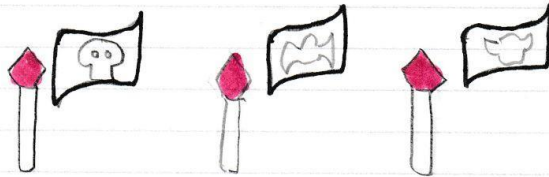
- ▷ 87.) There is an area in the game called Hadell, which is made to be always challenging, dark, demonic, & each time you make it all the way through you get a piece of a crown. When you complete that crown, evil & demonic beings in the regular world no longer harm you. In fact they're afraid of you.

- ▷ 88.) You can get one power-up that gives you four in a row, randomly. So when you are hit you get the next & then the next.





▷ 89.)



"Flag wands" stop enemies that appear on its flag - stops them from moving.

▷ 90.) Different colored horses take you to different areas. The white one to a heavenly realm, black one to an under realm, green one to the forest, gray one to the graveyard, brown one to the mountains, teal to the desert, blue to the beach, and so on. Simply mount them.

▷ 91.) There are boulders which emit a kind of energy that scares away enemies. They must be cracked open for that energy to come out, & you do so with a hammer.





- ▷ 92.) The online game allows for music makers via a notation software type thing. They can even change the music for the game. There are councils that decide yes or no for the implimentation. People in the game, that is, who vote. They may also vote where in the game it will be placed.

Then other creations (non music) can be treated the same way.

As well, voting can be a thing in the game used in different ways. But as a nice privilege only upper level gamers may vote. Then only serious voters vote & work for that reward.

- ▷ 93.) A game called "Game Builders" which is all about making new games & playing them. You can choose an aspect: the music, graphics, objects, physics, ect. maybe make it where you sell what you make & use your money to play other people's full games. Or donate it all.

Might use AI to help bring it all together.



▷ 94.) A peripheral that captures your image & voice & places it into the game. A pocket peripheral that buzzes letting you know when your friend has begun playing. Boxing glove peripherals for a boxing game. Ring peripherals that understand finger twitches. Like hold a finger up to increase things. Bring it back down to stop. Point & unpoint to select. Twirl your finger to rotate. Call them "power rings."

▷ 95.) There is a number keypad & the game is loaded with codes. Codes that take you to specific areas, that call up a monster of any kind to fight. That brings you to the vicinity of treasure. Which takes you into shadow dimensions. That take you to anywhere you want. Certain numbers cast spells. Some numbers must be purchased or earned before they can be used.

For a neat effect they might appear like smoke out of nowhere, so you jot it down and use them not knowing what will happen.





▷ 96.) An evil wizard enemy can transform you and send you elsewhere. He says something such as "you shall be a shrimp in the sea"; or "you shall be a lost ghost in the grave," or "you shall be a monkey in the forest," & so it happens.

▷ 97.) There's a magic painting drawn but needs to be painted in. Let takes magic markers you find, ones of different colors. Once fully colored in something special comes.

▷ 98.) A way that a dungeon appears:

There is a large pile of skulls in an area. There is a flute in the game called a "dead flute," which may have a little skull at the tip. When it is played before the bones a very large skull appears, lifting up. You can go into its mouth and there is a hidden dungeon.



- ▷ 99.) If you do okay at the end of a level a bell will show and sound. If good, two of them, and if great, then three.
- ▷ 100.) A powerup that turns you into a ghost/spirit when you jump, making your jump higher & causing you to float down. When on the ground again you return to normal.
- ▷ 101.) "Beast or monster jump spell," where it is you can jump off the screen in a Dragoon way, only when you come back down & land on the enemy you do so as a beast or monster, or perhaps a devil with a pitchfork.
- ▷ 102.) There are crystal stones you can carry which eventually crack open. When they do, something random happens. It can be as drastic as changing the day into night, or as simple as bringing out a helpful spirit.

# 103 ★ ★ ★ 107

▷ 103.) There are magical nuts that crack open when you throw them onto stone.

▷ 104.)

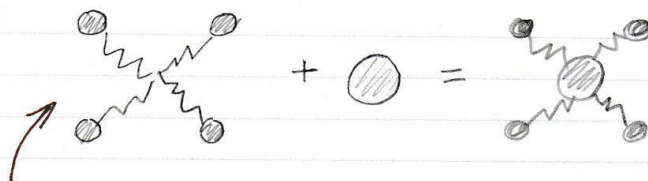


Collect the five color crystals & a rainbow doorway will appear (a doorway to a special place.)

▷ 105.) you have pets, anything from a dog to a dragon, that you can feed magical food & magical potions to, which transform them. Larger wings, greater fire breath, faster movement, gaining wings, gaining magical power & so on.

▷ 106.) In a platforming game there are 5 colored bars to get. When you get all 5 a rainbow road will appear which leads to a bonus area.

▷ 107.)

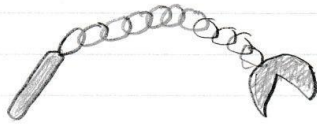


throw your metallic disk on it to make something happen.



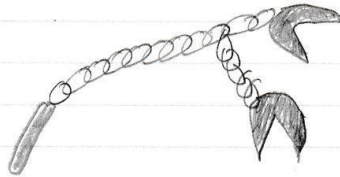
# 108 ★ ★ 111

▷ 108.)



A weapon that starts out as a chomper on a chain. It eats magic dirt. When it does, it transforms to a beast on a leash, depending on the dirt it eats.

▷ 109.)



This one will make a more powerful two headed beast on a leash.

▷ 110.)

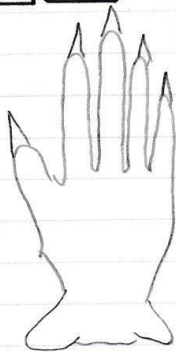


Then finally a crystal-eyed one will transform into something more powerful than what the others do.

▷ 111.) In a side scrolling game you can get powerful "hell armor," but when you take it you are sent to a difficult hellish area to get through. Come out unharmed & you can keep the armor.

# 112 115

▷ 112.)



Snail feet spike finger  
enemy.

▷ 113.)



Throw a fireball  
or cast a fire  
spell on this  
hand, the  
fingers light up  
like a candle,

a magic symbol appears,  
& something special happens.

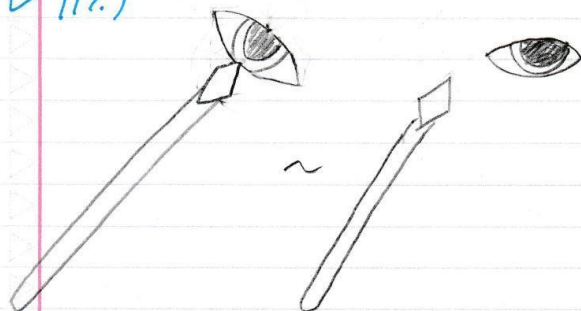
▷ 114.) Screwing heads onto things. Tails,  
arms, legs, too. Making a mechanicle  
beast that way.

▷ 115.) There is a spider that seems like an  
enemy, but is not. It wraps you up  
in its web like a cocoon but it does  
not kill you. In fact you emerge as  
like an angelic figure afterward.  
When you meet that spider  
it asks "do you trust me?"

# 116☆☆☆118

- ▷ 116.) A side scrolling game where you can flip from a ninja or samurai. Any game that lets you flip between two similar things.

▷ 117.)



An "awaken staff," it sends an open eye to a statue, awakening it. Afterward the statue helps you.

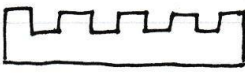
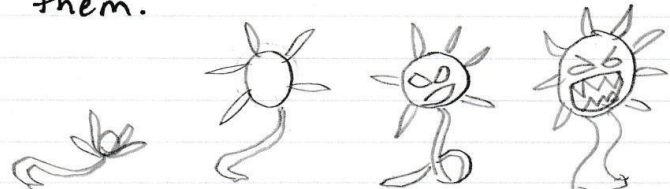
- ▷ 118.) You can transform yourself into a small idol-statue. When you do, demons appear & take you to the underworld. You look like that statue down there but now you can move. When you return to the upper realm you return to normal. The opposite can also be done, an angelic statue, angels taking you upward, ect.



# 119 122

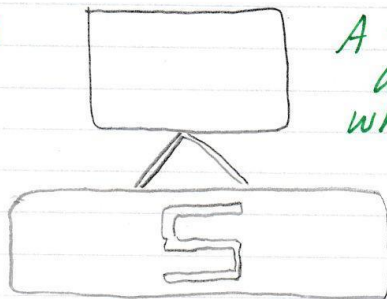
- ▷ 119.) The way into a dungeon is a fire spell cast onto a bush. Zelda did it but the difference here is that when you get the fire spell (and not before) a bush you pass by will whisper "fire."
- ▷ 120.) A fairy flies into your head through your ears & you begin to hear whispers from place to place. They give you an idea of what is around, like hearing "treasure," "ether," or cast (this) spell or that, & other helpful things. It could be a temporary effect, the fairy eventually leaves.
- ▷ 121.) For a similar effect a fairy or ghost may enter into your head & make you see things you'd otherwise not see, such as ghostly looking treasure chests you'd otherwise be entirely unable to see & take from.
- ▷ 122.) A software full of gaming history things, game box art, descriptions, game content videos, reviews, illustrated, & so on & so on.

# 123 128

- ▷ 123.) A spell where a castle wall, like this:  raises up with archers on top raining down arrows on your enemies.
- ▷ 124.) A spell that places the enemies in a Roman like coliseum where they are attacked by gladiators.
- ▷ 125.) A spell that teleports enemies over an ocean that they fall into, and drown.
- ▷ 126.) A spell where the environment comes alive & attacks the enemies.
- ▷ 127.) A spell that summons a witch on a broom. She flies over the enemies, throws pumpkins on them, leaving orange goop all over them, damaging them.
- ▷ 128.)  monster head flower spell.

# 129 ★ ★ ★ 131

▷ 129.)



A TV in the game has animated things in it which emerge from it.

Like you see a ghost head looking outward & it comes out.

You might have it where the TV can change channels (bringing out helpful things) or be turned off... or busted apart. Also, there can be a 5 or 10 second countdown. When it goes down to zero, whatever is on screen will come out.

▷ 130.)

You can eat a magic pepper that gives you smokey fire breath. fire & smoke bursts from your mouth after that, temporarily, in a protective way.

▷ 131.)

A water wand that turns things into water, such as obstacles in the way. It has a temporary effect, they grow back.



# 132 135

- ▷ 132.) A small sphere in your hand used to summon things. You hit solid objects with it in your hand. Different things come depending on what you banged it onto: wood, rock, crystal boulders, metal, ect.
- ▷ 133.) Frankenstein head, in a brick form, that gains a body & comes alive with a lightning spell & he will help you for it.  
  
A public domain book by Adam Jeremy Capps.
- ▷ 134.) Spells "young" & "old." young makes the enemies reverse age unto a baby, "old" makes them age & become bones.
- ▷ 135.) Spirits can enter into your body & impregnate you. You have a limited time before it totally bursts out.

# 136 137

- ▷ 136.) A very cursed kingdom. cts brick walls are made of moaning heads. cinside the once holy temple a spirit plays spooky organ music. The armory there has powerful "dark" weapons you can get. You must be quick in an out, because a large bell randomly plays & if it does while you are there you'll be trapped inside until it rings again.
- ▷ 137.) cIn an RPG game there is an "immunity" stat. The higher it goes the more invulnerable you become, and not only against poison. At one point you can carry & use cursed weapons w/o any problem, and can drink cure potions "cursed cure potions" that'll then help instead of harm. Maybe such potions are cheaper, too.

With a high enough immunity stat you can freely traverse cursed or poisonous area. Lots of otherwise harmful enemies (like snakes or scorpions) no longer hurt you. They may in fact help you.

# 138 ★ ★ ★ 141

▷ 138.)



A dragon - flower  
pipe enemy / friend.

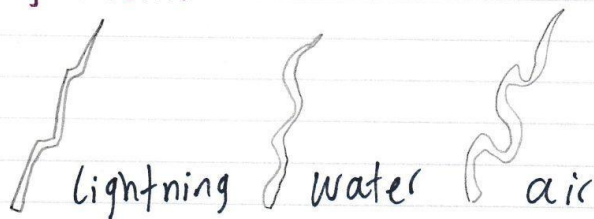
standing to its left  
it will harm you.

standing to its right  
will help you.

▷ 139.) An enemy with black hole eyes  
which suck in all of the light  
& has it burst out of its mouth  
against you.

▷ 140.) A shield you want to crack & a sword  
you want to break because when they  
do helpful spirits come pouring out  
of them.

▷ 141.)



Branches have shapes to them indicating  
what kind of wands they can be turned into.

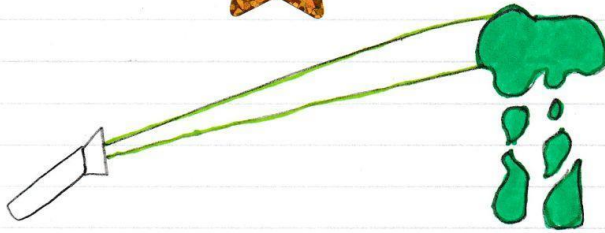


# 142 ★ ★ ★ 146

- ▷ 142.) An especially powerful item can be made of a fairy that has been captured into amber.
- ▷ 143.) There are cotton plants in the game that comes in different colors, not just white. Different colors are used for different things such as black for a black magic robe, or whatever else. A tailor makes clothing out of it for you, at a price.
- ▷ 144.) There are decade themes in the game. 80's level or world, 90's ect.
- ▷ 145.) There is a mountain you can't possibly climb. But there is a large goat statue that will take you to the top (by riding it) if you bring it back to life.
- ▷ 146.) You have a magical saddle that brings horse statues to life, allowing you to ride them. Or maybe reserved to a unicorn, the singular one in the game.

147 ★ ★ ★ 149

▷ 147.)




A wand that makes goop fall down from above & ahead of you.

▷ 148.) A strange frog creature in a robe will help you if you bring it a plate/bowl of food. cat eats it with its tongue & the better the food the better the reward.

▷ 149.) Triangular "coins" you collect can be used at any time to attack things on screen. The more of them you have the more your screen is covered & the more enemies it will harm, like this:

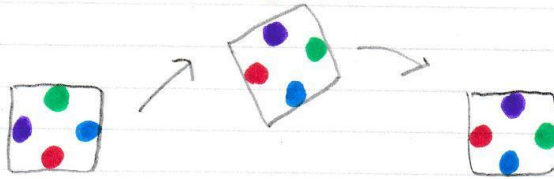


~  And eventually the whole screen.

Anything they come in front of is harmed. They start to form at the center of the screen.

150) ★★ 154

▷ 150.)



A cube bounces around landing on different colors, as shown. You jump on top of them. Depending on what color you jump on, something happens.

- ▷ 151.) You can get a ghostly skeleton as a shadow of yourself & anything that passes through it dies.
- ▷ 152.) w/a powerup you can pass through enemies & take what they own.
- ▷ 153.) The shadow self is you, amplified. It does all you can do, only better.
- ▷ 154.) An enemy that throws heads of different things at you & if it hits you, you become that. Such as a clown head making you into a defenseless clown.



# 155 ★ ★ ★ 158

▷ 155.) A "power down" that makes you turn into anything you touch, in fact makes you a weaker version of it.

▷ 156.) Some enemies spew a lot of fluid at you & if it touches you, you become them.

▷ 157.)



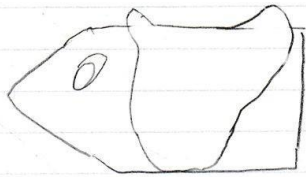
my idea for a "Lakitu" more wizard like. Hooded. Throws down balls w/ an

image on them. That image is also in a thought bubble, as shown. If you make contact with that ball you will turn into that thing.

▷ 158.) You can get 4 different "pauses," the regular one which you always have. plus three additional you can find. The best one, the 4<sup>th</sup>, pauses everything but you. The 3<sup>rd</sup> one only pauses weak enemies. The 2<sup>nd</sup> one only pauses moving objects (while the 3<sup>rd</sup> & fourth do the same.)

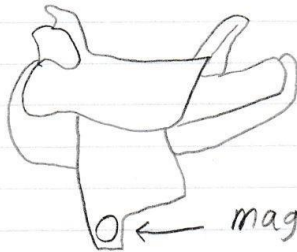
# 159 ★★ 162

▷ 159.)



clt the giant bullet has a saddle on it you can ride on it.

▷ 160.)



magic saddles change the ride.

All you have to do is change around the crystal.

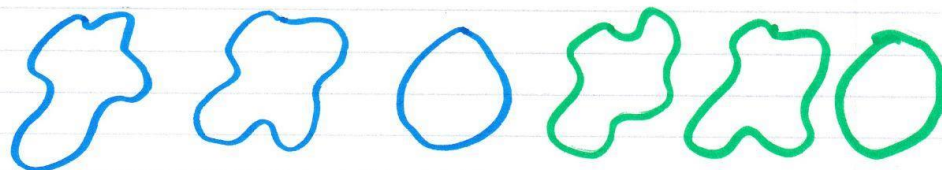
▷ 161.) The last world is an environmental disaster. Icey & slippery, lava, high winds, deep slow going ocean, ect. However, in the previous worlds you can find one suit/shoes/power-ups/item that negates it all. So you can warp to the last world, but it will all be much more difficult if you do.

▷ 162.) W/ an item you can create short cuts in the mario Bros. 3 / mario world like world map in the way that you make two levels into one. After doing so the two levels get mixed up into one. 1/2 one & half another.

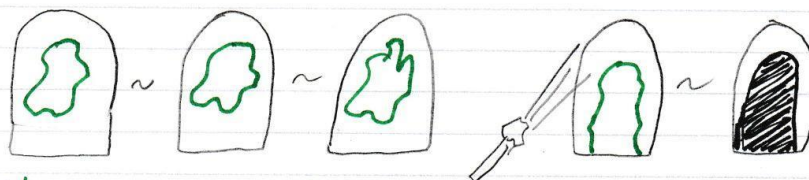


163 ★★ 164

▷ 163.)

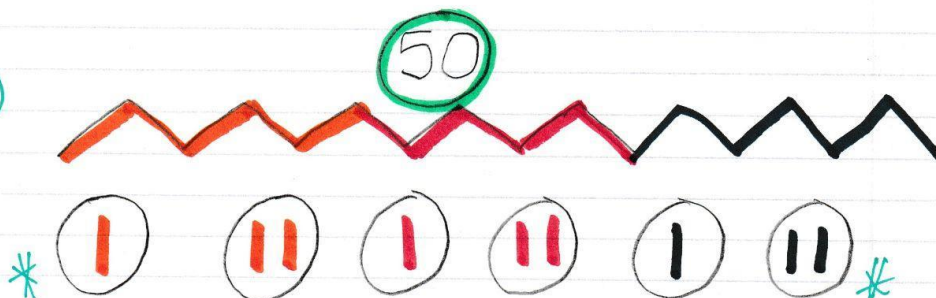


There are moving around loops of different colors. You can use a certain wand on them. When you do they stop moving around & turn into something. For example one color becomes a circular coin.



this one creates a doorway when that wand is used on it.

▷ 164.)



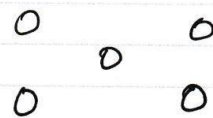
magic meter of zig zag bars. Orange is least powerful, red middle, black best. They are all added together w/ a number showing the power level. You collect bars of either orange, red, or black (\* )



# 165 ★★ ★ 166

- ▷ 165.) Cauldrons of different kinds dispersed throughout the game cook things differently. A black witch's cauldron, an angelic looking one, some that have sigils on them meaning something, ect. Some pots can cook things that others cannot.

then there is the special cauldron in one area in the game, among four others with that one in the center, arranged like this:



The four in the corner come into the center for you

to take from. The center gets its collective power.

or there is a bowl in the center & an idol of some kind that holds it in its hands.

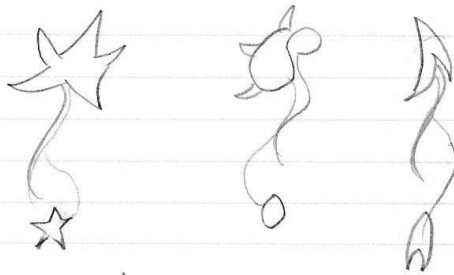
- ▷ 166.) The same idea only the idol/statue comes to life to help you.

or the statue will walk out of the way revealing a stair case to a hidden dungeon, but the food must be right.

# 167 ★ ★ ★ 170()

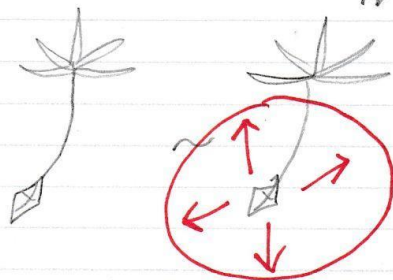
- ▷ 167.) The bonus level is a point & click game that you spend one minute in each time. Once/if you get the way through it you're given something great.

- ▷ 168.)



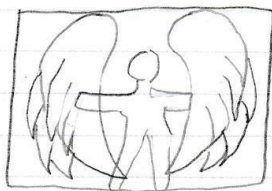
Sometimes roots have special things for you to use.

- ▷ 169.)



Sometimes a plant uprooted sends out a circle of energy that kills all onscreen enemies.

- ▷ 170.)



stand in front of it & you will gain wings. If you already have wings & stand in front of one, a doorway to a bonus area/level will appear.

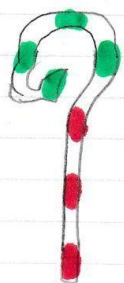
# 171 ★ ★ ★ 175

▷ 171.) The curse of an hour glass appearing on the top of the screen. When the time runs out a monster head (or ghost, or death) comes down at you & slays you.

▷ 172.) There is a healing item that restores energy in a delayed way. 60 seconds count down before it works.

▷ 173.) There is an item that does the same thing for attack power or other things.

▷ 174.)



← colors flash & change position.

A candy cane wand changes enemies into cute things.

▷ 175.)

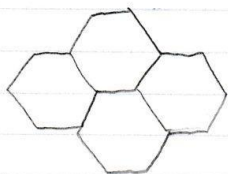


A "crazy wand" makes enemies go crazy, too crazy to harm you.



# 176 ★★ 180

▷ 176.)



Collect four of:



& a bee will come out to help you, like attacking your enemies.

▷ 177.) Collect four carrots & a rabbit will appear, a hole too & you can follow it down.

▷ 178.) The same idea in other ways: four bananas + monkey, acorns + squirrels, worms & birds, ect.

▷ 179.) W/ hearts indicating energy level (as they do in Zelda) once you get 12, maybe 15 hearts, you are automatically given 5 more as a free bonus.

▷ 180.) Herbal magic in the game as a service. Each town has herbal magicians that take your plants & do different things w/ them making them effect magic in different ways.

# 181 183

- ▷ 181.) The way of warping is a door appears from above, turning around, opening, bringing you in, going up, turning, opening, & you fall out in a different place.
- ▷ 182.) A way the "water dungeon" is hidden: there is a large glowing golden fish that is always in the same place of the sea going up & down. If you get out of the boat/raft where it is, it will rapidly spin around you, putting a circular area of the sea, where you fall below into the water dungeon.
- ▷ 183.) There are lots of gamblers in the game & they gamble for much more than just money. Some would sharpen your sword if you win. Some would do an errand for you if you win. If you lose you might have to do a side quest. Someone might even teach you a spell if you win. A warrior might join your party temporarily, if you win, or if you lose you may have to suffer being in theirs awhile.



# 184 ★ ★ ★ 186

- ▷ 184.) When you achieve great things in the game you are given a flag. There is a "mountain of destiny" in the game. W/ every flag you get the higher your flag goes, until it reaches the top. When it does, you may magically transport there.

There is a magical sword waiting for you at the top.

- ▷ 185.) Every coin after 100 is a weapon instead. They turn into shuriken or something else after that.

- ▷ 186.) In a platforming game, coins serve two purposes, or three. First, 100 = a one up, second, each coin can be a weapon, and third, they can be used to buy things. Can also be an "every 5 you get" sort of thing. Can be that every 500 you get you automatically get a greater weapon. If you give colors to coins you could set up an automatic buying sort of thing. Like get 5 red coins for a fire power powerup.

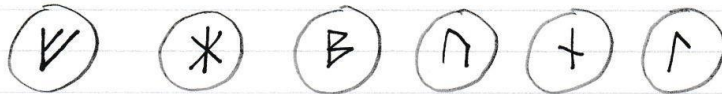


# 187★☆☆190()

▷ 187.) "spirit inside" weapons that you can buy. Such as a sword w/a knight spirit, tamborine for a belly dancing spirit, jar w/ a spirit like cobra, fairy spirit in another, all to help you.

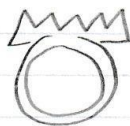
▷ 188.) There's a spirit inside the sword that you can bring out by rapidly slashing 10 times into mid-air.

▷ 189.)



You have "rune coins" which randomly change the symbols on them. Each symbol brings out something of its own, different than the others. They go from one symbol to another randomly & when you break them open you get the thing that symbol gives.

▷ 190.)



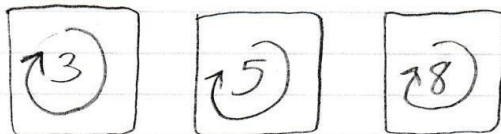
Once you find the crowned coin you can go to the shop.

# 191 ★ ★ ★ 193

▷ 191.) There is an incredibly difficult door to get past. It requires something like getting 3 7's on the slot machine above it (or three dragons.) you can spin it all you want & the odds are high that you'll never get the three.

▷ 192.) A magical slot machine. Every monster/thing you defeat is added to the slot machine. If you get all three of one of them you'll get the possessions they have in the game, sort of how the thief may steal them if he is lucky, but w/ better luck you can take it all.

▷ 193.)



"reverse" power ups reverse things by 3, 5, or 8 seconds depending on which one you get. Or differently, they appear at the end of a level on rare occasion, & have you skip as many levels ahead. Instead of "3, 5, 8;" "1, 2, & 3" in that case.



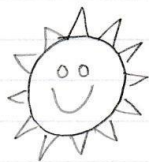
# 194 ★ ★ ★ 197

▷ 194.) Beware of monster lamps. If you contact their light then you'll become that thing. Whatever does becomes it. They are best to break if you are able to.

▷ 195.) Random battles change based on the season. "monsters in season" the bears are away in the winter, except for the polar bear which comes out at that time. On rainy days plant monsters are more dangerous. You see pumpkin monsters around the time of Halloween.

▷ 196.) If you beat a level twice in a row you are given a nice powerup for the next level.

▷ 197.)



Good things



bad things.

A sun friend/enemy on the upper part of the screen. When it is smiling it does helpful things. When it frowns it tries to harm you.

It goes back & forth between the two.

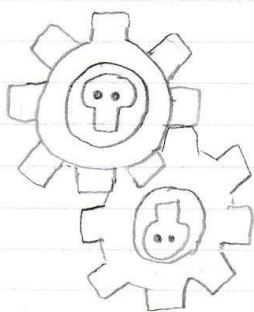


# 198★2001★

▷ 198.) Every character has their own music theme & that's the music heard when you play as them, even though the level is the same otherwise. They may even have their own sound effects.

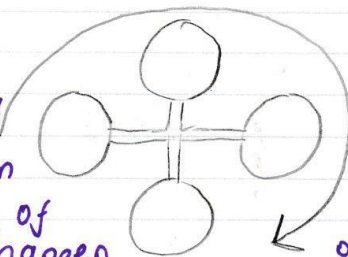
▷ 199.) Every time you get a new character/party member, a theme (a melody) is added to the overall music. Also as you progress in different ways the music changes, even if just a motif is added. The music can be purposefully be bad at first but quickly evolve into something good.

▷ 200.)



Don't let the death gears catch up to you! If you do they'll grind you to death.

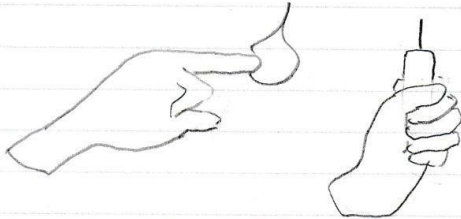
▷ 201.) This spins around and above you then comes down. One of four things can happen



if it lands on you. (insert & image on each of the four.)

# 2022 ★ ★ ★ 2004

▷ 202.)

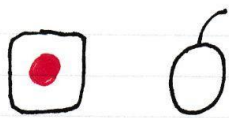


A flying hand  
w/ a flame  
finger tip. Another  
flying hand holding  
a stick of dynamite.

or maybe it's a magic candle. Can  
even be a lantern the other holds.

▷ 203.) you have spirits who are automatically called upon. One might catch you anytime you fall into a pit. One may light dark areas for you any time you enter them. Some auto destroy obstacles in your way. Some protect you when you are low on health. Some make paths easier, provide shortcuts (make shortcuts.) And it is all done automatically.

▷ 204.)



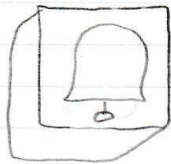
Bombs in the game  
only go off w/ little  
detonators in the  
game. You can only

use the detonator once, yet there are many bombs, and detonators scattered around. Or it could be true for super-bombs, not regular ones. As for the look of those bombs, they don't need a fuse.

# 2005 ★ ★ ★ 2007

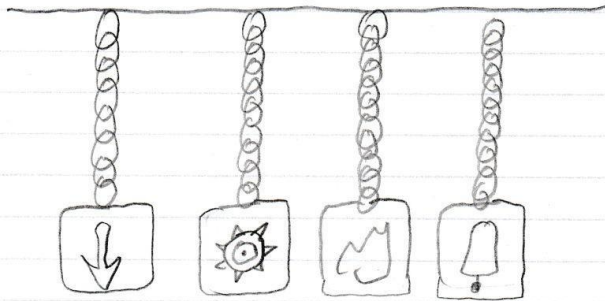
- ▷ 205.) When you remain stationary in the game for long enough a screen of an orchestra & conductor appears, who are performing the game's music. That would be good for gamers who just want to chill out on some music for awhile.

▷ 206.)



Don't make contact w/ the bell brick. The bell will ring and call on an enemy - a difficult one.

▷ 207.)

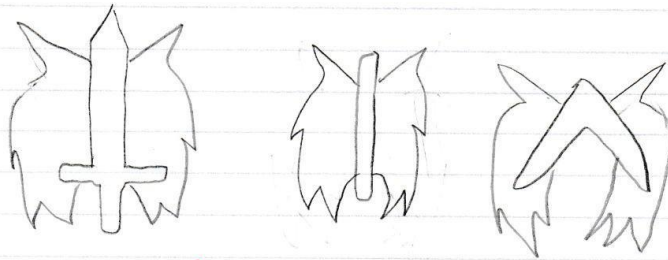


Four bricks dangling on a chain from above. You choose one by hitting it as you'd do with a Mario brick. You get a chain whip accordingly. Spear tip, spiked ball, flame tip, ect.



# 208★211

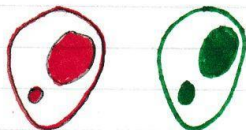
▷ 208.)



You can become your weapon in flying form with these powerups that show weapons with wings.

▷ 209.) Other things w/ wings as powerups seen as things like monsters, beasts, & spiked balls with wings.

▷ 210.)

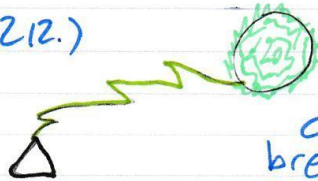


Crack an egg from below, it will pour out stuff on you which transform you into something else, depending on its color, such as a small dragon or frog.

▷ 211.) Easter eggs in the game are only seen during Easter in the game.

# 212 214

▷ 212.)



Fairies are captured in a glowing magic ball & chain trying to get out. If you break the chain the ball will be set free, dissolve, and a helpful fairy will appear.

▷ 213.)



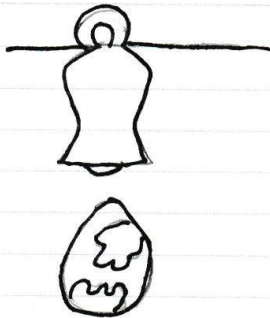
Regular (black in this case) spring boards take you a little upward w/ its bounce. The gold one however sends you to a high up bonus level.

Also, at the end of the level one may appear (for a reason like getting it like you'd get a powerup) & you bounce on it to go way up to get your "card/panel" similar to Mario Bros. 3.

▷ 214.) The enemy magically places a red candle over your head (imagine it being in a random battle RPG) which slowly melts having red wax go over you. When it melts all the way you die.

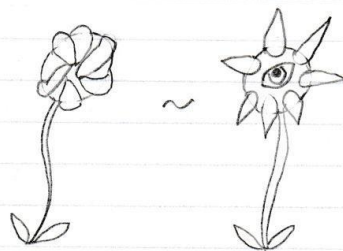
# 215 ★★ 217

▷ 215.



You can steal dragon eggs (not an easy thing) & place them under a magic bell in a place like a temple. The bell both births them & gives you magical control over them.

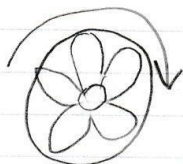
▷ 216.)



A flower's petals open & reveals an eye in the center. It looks at you & says "put me into the sun." So you grab it,

drop it into a sunny area, it automatically roots itself there. Then it says "show me something." That can be anything: you show it a sword, a shield, a boomerang weapon, ect. Then a red beam comes from its eyes onto that & makes it more powerful. The flower then says "thanks" & closes back up.

▷ 217.)

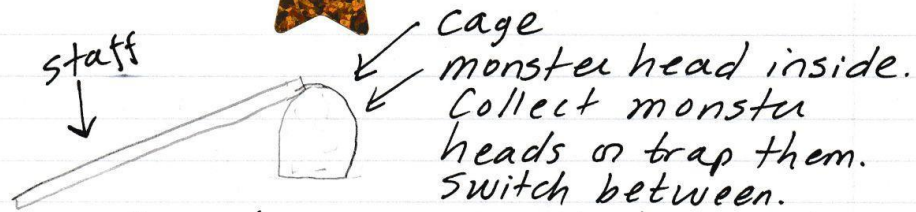


w/ Five of a wheel spins & depending on where it lands you get something/ something happens.



# 218 221

▷ 218.)



Some have magically harmful screams. Some shoot rays or harmful objects from their mouths ect.

▷ 219.)



The same idea as a hat.

▷ 220.)



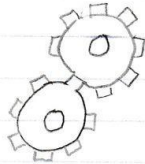
A crown that attracts faeries. They'll help you too.

▷ 221.) A spinning crown you wear grinds up any over head enemy that makes contact w/ it.

A public domain book from ATC.

# 222★225

▷ 222.)



A Weapon of two gears that grinds any enemy ahead of it.

▷ 223.) During the level you can get a 6, 12, & 24 sided dice or a combination of them. At the end of the level if you get any they'll roll & you'll get something - the higher the number the better the prize. 24 sided dice are the hardest to get.

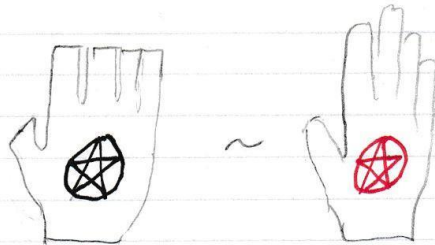
▷ 224.) There are poker chips like you would get coins. The world map has a gamble area.

▷ 225.) A wizard enemy throws you into shame by making you a clown w/ its wand. or even throws you into a racing game where you are riding a clown car. or this: ctf causes you to say dumb things every time you punch or use a weapon, such as "look how mighty cl am!" "Behold my great sword!"

# 226 ★ 228

- ▷ 226.) The letter "S" in many different fonts. Old English, in asian form, middle eastern looking font, and so on. Those transform you to a similar thing. Such as the one that looks Old English making you into a knight, the one that looks chinese makes you into a ninja (or ce think that would be Japanese.) Then things like a gothic font of the letter S makes you into a vampire.

▷ 227.)



Collect the 5 finger tips for this statue & something special will happen.

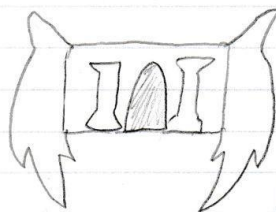
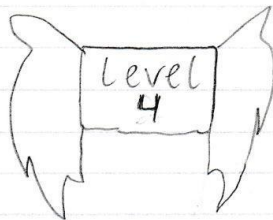
- ▷ 228.) You always get help in the next level. At the end of the level you meet and follow something / someone to the next (an angel, goblin, horse, creature, always something different.) Who will help you in the next level.



# 229 ★★ 232

- ▷ 229.) you breath underwater by entering into bubbles, except some bubbles last longer than others, or give you more air than others (w/o entering.) Known by its color or thickness of color.
- ▷ 230.) There is a character in the game that mutates everytime s/he levels up. Whatever it is, slowly transforming & growing stronger. starting out short, growing taller, gaining wings eventually.
- ▷ 231.) Watch out for the magic mouth enemy. ctf makes you say dumb things. ctf it gets to you, the next time you are in town you find yourself saying totally stupid & embarrassing things.

▷ 232.)




Flying things that takes you places as shown in between their wings.

# 233☆☆235


▷ 233.) When you sleep at an inn in the game like you'd do in an RPG, you get a few images of things to come. Such as if you are about to meet a king, you'll see an image of him. If he secretly has bad intentions for you, you are hinted at it by how he looks at you.

▷ 234.) In a world map area (one like Mario Bros. 3) there is a sword & stone somewhere on the map. w/ every level you beat it shakes loose a little. Maybe the better you did in the level the more it shakes loose, but takes 3-5 levels to beat in order to get & use it.

▷ 235.)



A "third eye crystal" produces a transformative beam.



← transforming beam.



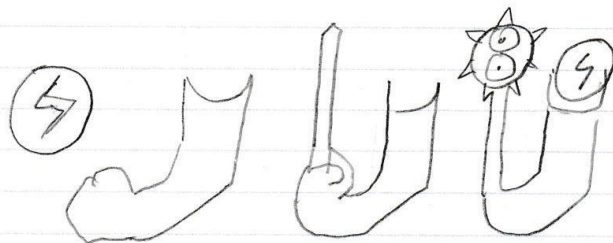
Color of the eye's pupil indicate which color of crystal to use.

# 236 239

▷ 236.) There is a wheel-of-fortune kind of wheel above your head, as called on. Time stops for a moment when you use it. clt can land on a dozen different things. mostly positive like a strong attack or spell. However, if you are unlucky it will land on something that harms you.

▷ 237.) A kind of wheel of Fortune fan which is stopped by a "stop" spell, & where it lands is what happens.

▷ 238.)



Throwing a ball powerup on top of an arm that punches or one w/a sword or other weapon making it come to life & defend you.

▷ 239.) A tree w/an "arm" branch - it's an arm w/an open hand. place a magic ball into that hand & something will happen.



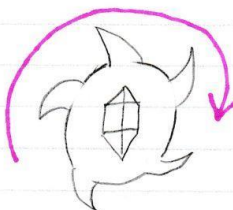
# 240 242

- ▷ 240.) There's a pumpkin chariot that takes you to "Halloween land." It's hidden. Just go inside & it'll take you there. maybe the horses have bat wings or it's driven by really large black cats.. or better, cloaked figures on black horses.
- ▷ 241.) A necklace that causes electricity all over you & enemies who touch you are shocked. Also you can operate electrical things in that state. you can increase the electrical level too w/ an additional powerup, to the point that bolts are shot out all around you.
- ▷ 242.) Three hands in a triangular shape, each a different color. There are three differently colored orbs. Place them into the hands to bring about an opening. That in a point-and-click game.

# 243 246

▷ 243.) With up to four magic rings you can take up to four ghost brides. They look like any other bride in a white gown but are helpful ghosts. maybe for a better effect they are statues in a graveyard & you give them roses - placed in hand, come alive in ghost form.

▷ 244.) In a platformer you can get a pine cone power up. Thrown at enemies, they turn to wood. Perhaps jump on a tree shaking it, & one falls down.

▷ 245.)  Just a shield that turns around in some helpful way.

▷ 246.) In highly cold areas there are frozen creatures plus things like fairies. If you bring them into a warmer place they will thaw out and help you, with thanks.

# 247 250()

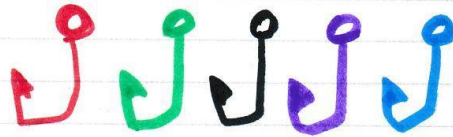
▷ 247.)



There is a once good king enslaved by this crown. By shooting out the eye w/ an arrow (perhaps a magical arrow) the curse is broken.

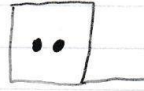
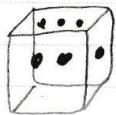
▷ 248.) A treasure chest w/ rolling images once you try to open it. Whatever it lands on is what you get.

▷ 249.)



Different colors of hooks captures just the fish you want to catch.

▷ 250.)



Get inside a large dice cube. Let it go upward & bounce about, & what it lands on you are transformed into, which is one to six (one of six) things.



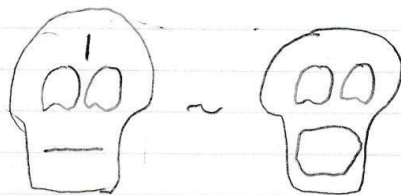
# 251 253

- ▷ 251.) The gambler job class in the RPG can get dice based on certain things - used to call on different things. "Sword dice" brings up one-six swords (used in a more magical sense), or spells, or stat based like raising stats of defense, strength, ect. So those are "stat" dice. However there is a small chance you may harm yourself instead when using it. Such as rolling a one (lose your turn & nothing happens) for example.
- ▷ 252.) There is a pool of water held by some circular bricks. They look sort of suspicious like they should mean something. If you stand before it for 3 minutes a jinn-bottle will pop up. or maybe the water will drain & lead somewhere. or whatever else - turns into a magic kind of water for example.
- ▷ 253. You have a magical clock that appears on screen when you choose to use it. It only counts to a minute. You start the clock and when it gets to a minute something may or may not happen according to where you are, what's in front of you.

# 254 ★★ 256

- ▷ 254.) Go up from the graveyard & find a water fall of spirit like skulls moaning while they come down. A cave is behind it. You can only pass through under a special circumstance.
- ▷ 255.) A swamp of magical energy with color shifts. Eventually a monster comes up, grabs you, and takes you to another dimension. Each dimension you are taken too is different & depends on the monster. You are hinted at where you'll be taken based on spots of different colors of energy, like green one place & red another.

▷ 256.)



A kind of skull treasure chest. Turn a key above its eyes.

place your hand inside to energize it with power. Once unlocked you see green energy coming out.

A free use public domain book - ATC.



# 257 260()

▷ 257.) As for the last idea (256) it doesn't have to be a skull. Can be a number of things. Each one gives you different powers, defense, ect.

▷ 258.)



Not an enemy at all but a friend. "Walking energy" let walks around. Contact it & your health will increase.

▷ 259.) There are holes in the game. Drop a lot of money into them and something special will happen again and again. let could make healing energy come out or weapons for you, arrows maybe or something you need regularly but run out of too often.

▷ 260.) Weapons break but there are magic holes you can throw them into to repair them... maybe after one game day for a weak weapon, 3 for medium power weapons, excellent weapons can take a week to repair.



# 261 263

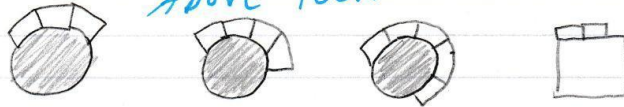
- ▷ 261.) cly if you go into a poisonous area or eat a poisonous thing like a mushroom you'll get red and green spots all over you & the screen will shake around for awhile.
- ▷ 262.) There are bombs that only go off when placed in a magical pot. maybe that pot has a 5 second countdown & its blast is far more powerfull than a regular bomb. They could be color based. Different color spheres & dots of different colors on the pot. Then, maybe you can add to that different kinds of blasts, magical blast, of which one may be that all the enemies it hits transform to something harmless, something cute — the pink sphere? A burst of a water flood w/ the blue one. Green one has helpful plants grow all around. Black is a major blast and so on.
- ▷ 263.) A magical wand of "unclasp the hands." so you can take anything in the game that a statue is holding in its hands — a sword or helpful item, magic ball or whatever else.


# 264 ★ ★ ★ 266

- ▷ 264.) Certain enemies turn into glass, clay, metal, or crystal figures when you beat them. They become useful little figures. You can sell them & get things for them, from them.

clt requires a one hit kill so at the point you've gotten enough power in the game that's like a bonus for the gamer & something unexpected.

- ▷ 265.) Above look:



Wells in the game have one to 8 stones on them. You throw as many magic balls inside (or maybe something like pool balls - ) to have magical energy come up. transformative energy.

- ▷ 266.) Instead of Holy water in a bottle being thrown, water in a bottle tossed to turn enemies into crystal from foot to head, unable to move. Turn them into harmless slime. Have blades of fire come upward.



# 267 270

- ▷ 267.) The game has an esports competition within it - of different games.
- ▷ 268.) There is a "lost" spell that can be cast on you. If cast on you you will go to random places in the game three minutes at a time for 15 ~ 20 minutes.
- ▷ 269.) There's a large enemy in the game that sticks a fork in you & eats you. You may even see the gruesome act of it salting you. In fact it always cooks you in a different way. Sometimes you're boiled, sometimes you're fried.
- ▷ 270.) A spell of 'losing grasp' Hands are opened in the spell. So if an enemy has a sword or another weapon, or a shield or a wand, you can make them drop it, unable to pick it back up, & take it.

*Adam Jeremy Lopez*



# 271★274

- ▷ 271.) If you are riding a horse or beast it follows you into a random battle, fighting alongside you, & they can attack in various ways.
- ▷ 272.) There are "do again" orbs you can get & use. If makes things go back in time, a fight, the same fight, rapidly repeats on screen (like flash forward) & you get double experience points for it.
- ▷ 273.) There's an enemy that makes you restart the level.

▷ 274.)



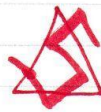
There's a mouth enemy that says a weapon's name (like "Axe" in this case) & the weapon comes out of its mouth & goes after you.

On more of an RPG battle kind of way these mouths give weapons to the enemies - defeat them to stop that.

# 275 278

▷ 275.) If you walk on a certain platform your feet will become large & slow down your walking.

▷ 276.)



A "power over color" item -

as an orb or in whatever form. Gives you greater control over anything in the game w/ that color - an enemy, item, weapon, environment, ect.

▷ 277.) Towns have a flame, a "protective magic flame" you can light your lantern with before leaving. When you do, no enemy will harm you. The flame lasts a certain amount of time.

▷ 278.) Some areas have a tent with guards outside. you can pay them to watch over you while you sleep & it is cheaper than an inn.

# 279★281

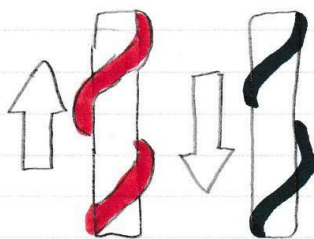
- ▷ 279.) The town has votes on things & you can earn vote tickets giving you more than one vote & possibly many more than one. The votes are on things like "new this or that in town," for the town to get something helpful for you that they do not yet have ( transport spot ? Horse stable w/rentable horses ? ) & other such things.

- ▷ 280.)



Ring accessories <sup>Gives</sup> you more power over certain things.

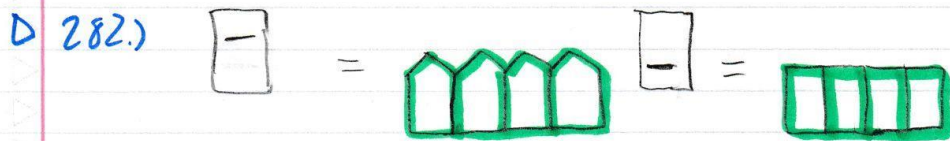
- ▷ 281.)



you just have to contact these bars (or maybe jump on the top of them) to swirl upward into an upward area (red) or spin downward into a downward area (black.)



# 282 ★★ 285



A switch turns a spiked & dangerous platform & makes it into a healing-energy platform instead, while flattening out its spikes.

▷ 283.) There is a bridge with lots of fire beneath that you cannot cross except on rainy days when the fire is temporarily put out. The flames will return after the rain is gone.

▷ 284.) You can have your shield painted w/ magic paint for different defensive effects.

▷ 285.) The shop keeper has an energy field (like a circular energy field) you can step into at a price, which transforms weapons on you into some thing more powerful.

# 286★290

▷ 286.) Suits w/ an image on them swirl in mid-air. If you have that thing of the image then you can take it. The suits add to your power & defense.

▷ 287.) If you are in a bad area for long enough two eyes will appear on the screen, open up, & many more enemies will appear & come after you (Just a neat effect.)

▷ 288.)



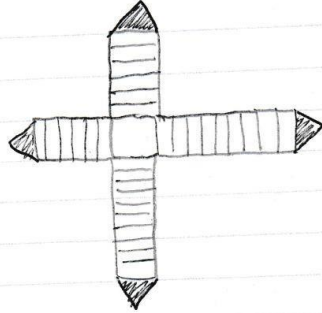
A flower button you press causes many flowers to sprout up.

▷ 289.) A wand that has a little door open up & a helpful creature/being comes out to help you.

▷ 290.) The ability to transform beasts into something continually more useful.  
"All birds now have magic feathers"  
"All horses can now fly."

# 291 293

▷ 291.)



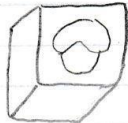
music beats as an obstacle.

such as treble, bass & a beat pumping out bars.

▷ 292.) The game has an actual game genie in it. You find it w/ a magical lamp by a beach. cet asks for your code & that code effects the actual game code.

There can also be an evil genie in the game that warps game code.

▷ 293.)



You have a large cube fall from above. cet traps an enemy that it falls down onto, bounces, and changes the enemy into something else. There are pictures on the dice, 126 different things.

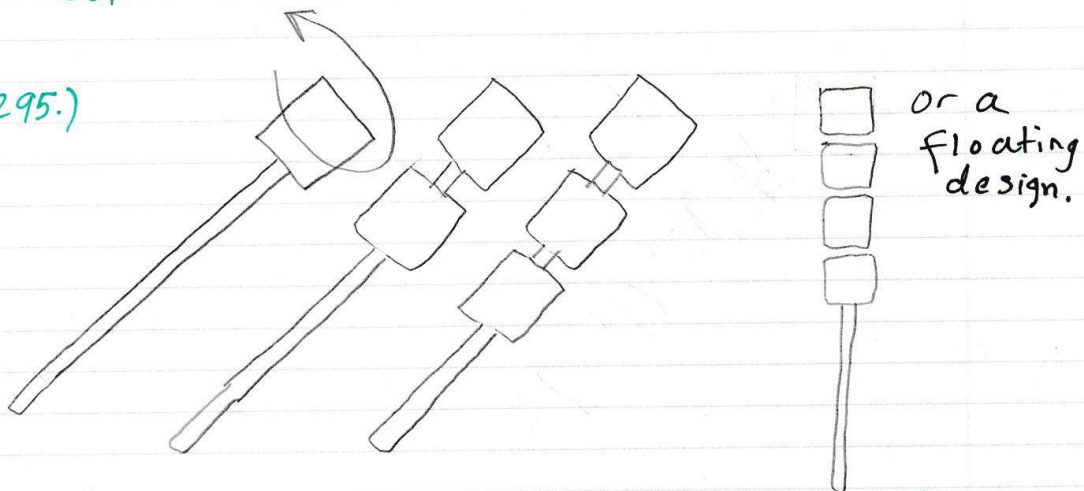
Can make the enemy into one weaker, or stronger, or become an item, power-up, 50 coins, depending on where it lands.



# 294 ★ ★ ★ 295

▷ 294.) When you pause the game (as in a platformer or metroidvania game) the screen becomes a bit of a point & click thing. A cursor comes up, "take this, or that," examine this or that, ect.

▷ 295.)



A staff w/ a cube tip. you charge it for it to use magic. What side it lands on is what spell it uses. One of four depending on the side. Earth, air, water, or fire spell. c/s random. Charge & let go, it spins around then stops. The first one you get has only one cube. Later ones you get can have two or more, so two casts two spells, 3 for 3, ect.

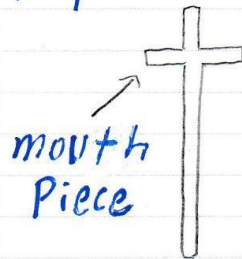


- ▷ 296.) The game has coins. celt also has tokens. The tokens bring up a slot machine on the screen.
- ▷ 297.) This vicious looking dragon appears. you are sure it is going to breathe fire at you. celt doesn't, in fact coins come out of its mouth. Then it laughs at you & flies away.
- ▷ 298.) An enemy of a giant head that chews gum. The gum comes out - he spits it out, & it is alive like a little monster coming after you.
- ▷ 299.) There's a statue of a head that sings. celt you get in front of it you will uncontrollably dance, wasting your time.
- ▷ 300.) Sometimes when you flee a random battle the enemies will appear on the regular screen & you'll have to fight them in an action RPG way.

- AJC.



▷ 33.)



< A "cross whistle" calls up spirits in a graveyard.

- ▷ 34.) In a platforming / side scrolling game, a certain powerup attacks further in the level than the screen you are on. Then the game either returns you to your screen or lets you proceed from there.
- ▷ 35.) There can be a number beside a powerup. It guarantees that's how many enemies will be attacked. So if "5," then 5 on screen / in area enemies will be hit.
- ▷ 36.) There is a godly hammer which pounds down an evil tower floor by floor.



## **The End.**

This will continue someday. The seventh or more may even be out by now. I also have a printed book of game ideas called “All New Video Game Ideas,” that you can find free in ebook form, printed at a low cost, and in the public domain.

I also have these available the same:

The New Video Game Idea Book

The Game Maker’s Bible

Making a Great Video Game

Free Ideas For Video Game Things

Happy programming, creating, and designing. I hope I have been helpful!

*Adam Jeremy Capps*

*August 2023.*



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