

### Unnamed "Crafting Junkland"

*Inspirations: Fallout, Hellmoo, Minecraft, Dungeon Crawlers*

A game not unlike Recettear, based around players owning a scavenge shop on a madmax/fallout like future world. The basic gameplay would revolve around players getting an order for a specific item (or just wanting to make something for themselves), going out into the wilderness to gather parts from various ruins and locations, and then crafting the item itself. Crafting would be handled in a semi-mix between Hellmoo and Minecraft: basically there would be a big ass list of basic parts, along with some more complex or rare things, and you'd build everything via a 5x5 grid, slotting parts in as needed.

|                          |                              |                 |                        |
|--------------------------|------------------------------|-----------------|------------------------|
|                          |                              |                 | Firearm sight Assembly |
| Firearm Breech Assembly  | Ammunition Magazine Assembly | Long steel pipe | Long steel pipe        |
| Firearm Trigger Assembly | Brick of Quickmold Plastic   |                 |                        |
|                          |                              |                 |                        |

Yes I realize this is just 4x4. It's just an example. In this case an example of how you would make a shotgun, for instance.

The main idea is that each of these parts would have a specific use or utility, and depending on how you arranged them you could make almost anything, via a few levels of making items and then using those finished items as a part in a new item. New recipes can be discovered and created by arranging these starting items in a way that makes sense.

### Unnamed Pacific Rim Knockoff

*Inspirations: Pacific rim, Mainspring, Modular design*

Basic idea here is players are given a big giant robot skeleton and a budget to buy armor and modules and stuff to put onto it and then they fight giant monsters. Each limb and part has HP, much like modules in mainspring, so rather than the robot having one HP bar it can be damaged and torn apart piece by piece, losing functionality and parts. Similarly each model and armor slot on to different parts of the body and take up space, so you could have multiple weapons equipped to one arm, but that would mean forgoing armor on that limb because the extra weapons would take those spots.

Giant monsters are randomly generated via similar skeleton paper doll system as robots, generation based on "classes" with higher level classes having more points for generation.

Optional: Robots function less like in the movie and more like enormous tanks, where there can be many crew members doing everything from controlling shoulder mounted turrets to crawling around the internals of the machine, attempting to repair damage. Possibility of voltron like "each limb is piloted" style, but if so, needs system so that when all the limbs try to attack at once, the thing falls flat on its ass and gets murdered.

### **RIOT!**

*Inspirations: Dungeon crawlers, classic rpgs, European unrest, A picture I saw once*

Cross traditional class based dungeon crawlers with Eastern European riots. The city in this case is a layer cake design, with one district stacked up on top of another, and players move upwards as they complete areas. Areas are completed by finishing the requirements of the class each player has chosen. For instance, someone who picked a Pyromaniac (Fire based support class with rituals for creating molotov cocktails and fire bullets) might have to burn down 5 buildings while the Hooligan (Monk style brawler who uses his fists and improvised weapons along with booze and prayers to the gods of swearing to pummel the ever living shit out of people) might have to kill a high level Cop-beast. Each mission completed rouses more of the population to join the riot, and once the riot has enough force behind it, it can break into the next level.

Uses Googlemaps for world maps.

### **Unnamed "Modern Monster Hunter"**

*Inspirations: Monster hunter, Attack on titan, Third World conflicts and Mercenary groups*

Various giant monsters have appeared around the world and are really wrecking shit up. The bigger nations with their big armies have it mostly at hand, but smaller nations are mostly fairing for themselves with disorganized national forces and local militias. Let me give you a snap shot of what the kind of crap I'm thinking about:

Imagine you're sitting in the back of a rust eaten pickup truck with about a half dozen other guys, bouncing across the desert somewhere in northern africa. The desert is in the midst of a dust storm, and you can only see about a dozen yards in any direction. You're part of a convoy of Hunters sent to the east to take care of a particularly nasty Grand Beholder that is cutting a petrified path through villages out there. Other trucks rumble along in front of and behind your own, including an old APC with a mounted LMG. You're busily stripping rounds out of old magazines and consolidating them into one or two full mags for your AK-47. The guys on the other side of the truck bed are jabbering excitedly about the RPG they scavenged from an old army outpost. You're in the middle of prying the last two rounds out of a magazine when someone up ahead starts screaming. You look up, squinting through your badly scuffed storm goggles. A massive black shape charges out of the obscuring dust and catches one of the lead trucks, tearing a few of the men out of the back and sending the vehicle rolling. You catch a glimpse of bat-like wings and reptilian scales as it vanishes back into the storm. The loudspeaker on the APC shouts instructions and the trucks move to form a circle. No use trying to outrun a drake in a storm. You have to make your stand here.

### **Other less fleshed out ideas**

Crew on board an Airship

Spies and soldiers in a magical cold war