

Welcome

Hello curious PCG makers, and welcome to a massive treasure trove of ideas spanning from simple one-pagers to massive lore based games for your use. Any of these ideas can be used, and if multiple people use the same idea that is fine, because all games will be considered canon to the PCG universe. If you need characters, planets, or story ideas make sure to also check the Paper Computer Games wiki/fandom for all of your extra details to get you going too. This book contains a small character database, but the PCG fandom has all sorts to choose from. This book was written by Epic Worlds PCG one day because he was tired of coming up with ideas and later forgetting about them completely, so he decided to write this book to keep track of ideas and to

help inspire PCG creators across the world with coming up with ideas for their games. This book contains categories/sections of themed ideas, such as the Shri section that contains PCGs based only on the planet Shri. Before you go into this book keep in mind that you can adapt, and expand these ideas to your own liking, and you don't have to give credit to this book for these ideas, because at the end of the day it's you making the game not this book. Some sections of this book were made by members of the PCG community and AI, so a massive thanks to all who contributed.

Future

Epic Worlds PCG plans to continue making PCG related books and making them available to the public to purchase and download. Future book ideas he had in mind were more idea books, tutorial books, and possibly even a PCG novel! Anyone reading this book who is inspired by this feel free to make your own PCG books because after all the more PCG content that there is then the more people we are bound to get hooked into this amazing hobby. This book will be updated every so often with new ideas sections, and new covers!

Shri Ideas

Shri is an open world waiting to be discovered, and fleshed out even more by you. This planet was created by Xaq for his PCG *Last of the Zorelta*. For more information on each of these topics make sure to check out the PCG fandom/wikipedia page. (this is your PCG so you can change anything you want about it to your liking)

- The Lost Party: In this game you play as a commanding Crodin officer, and you and your group of 5 men embark on a mission to locate and destroy the remaining constructs on the planet Shri. As you move through the jungle on Shri you find an old abandoned forge that used to be used for creating constructs, and within the forge is the first construct you will have to fight. As you continue on in your mission you find destroyed Zigori villages with missing constructs.
- The Crodin Capital: In this game you play as a young Ginkus follower who has been tasked by the secret Crodin-Rebellion force to infiltrate the Crodin capital

building, and steal the plants to make a weapon that can destroy Ginkus' status field. You go from floor to floor taking out Crodin soldiers, and dodging dangerous traps.

- Underworld: In this game you play as a young Zigori man who one day strangely heard digging under his house. He goes to check it out, and finds a massive tunnel filled with secrets that the Crodin are building.
- The Reconstruction: This game would show how the Crodin are building massive structures all around Shri, and it's your job as a Crodin-Rebellion officer to plant explosives and destroy a Crodin base, but you must be careful of snipers, and Crodin search ships.
- Ancient Shri: In this game you play as a Zigori, and after stumbling upon a massive hole in the jungle you attempt to descend down into it. You open your eyes and see a massive cave system that leads to never before seen ancient civilizations that used to live on Shri.
- Ginkus's Staff: In this game you play as Ginkus's staff and your goal is to get back to Ginkus. This would most likely be a one-page PCG.
- Indiana Ari and the fate of Shri: In this epic PCG Ari must travel to a portal located on Shri. This portal has been dormant for years, but techno zombies have awoken it and made their way to Shri's forests! You

must work with the Crodin to take them out and close the portal once and for all.

Shogon

Shogon is a corner of the PCG universe created by Epic Worlds PCG, and it contains many interesting planets still waiting to be explored.

- **Wizards Creation:** In this game you play as a mutated creature created by the Gondo Wizard to be tested on. In this game you must escape his lab, and attempt to save the other mutants on the way.
- **Ico's Monster:** You play as a pertater. One day you go in your sub as usual and collect some sea scabs at the bottom of Icos' ocean, but what you find next is a massive sea creature that swallows you whole. You now have to somehow get out of his stomach, and face the strange creatures, and items living within his stomach.
- **The Great Gondo Games:** This PCG would almost be like The Olympics, but in Shogon. This would be a multiplayer PCG where you and other nations from other planets would gather around and try to beat puzzles the fastest. One puzzle/game idea would be

THE PIT: the pit would basically be a last man standing type deal where you and your friends would face each other using very funny items to knock each other out of the ring.

- The Hento Invasion: This would be a 1-2 page PCG where you are the last Kovian trooper on the planet of Gorgath, and you must single-handedly take out a massive Hento war base containing a few war machines, and lots of troops to get to a shuttle ship that can take you back to Gondo.
- The Arc-Ship: You play as The Arcmage, and you have just recently taken over an old ship, and over the years you slowly transform into a ship that looks a lot like your style, and whenever anyone sees it horror enters their mind. You must upgrade your ship, fight other ships, explore a scrap planet, get fuel, and build a crew. (Inspired mildly by Balzak Globotron -Xaq)
- The trading post: In this game you play as Arx the Varx and you have just purchased a trading post, but now you have to pick out 4 of 10 items to sell to a variety of customers by the deadline.
- The Death Cult: In this game you play as John, and after getting intel from Zoovac that there is a secret cult making illegal weapons you just had to stop it. You must navigate through an old tunnel that is slowly crumbling, and find the cult to convince them that they

should stop. They then capture you, and try to make you a sacrifice to their god.

Shrek

- **Shreks' Arena:** In this game you play as a Hento soldier, and you and your whole battalion of troopers strangely disappeared one day in battle. You wake up in an arena, and hear a booming voice above you saying "LAST MAN STANDING WINS!" In almost hunger games like Arena you must survive, and possibly make alliances.
- **Fig-Shrek:** In this game Shrek turns into a fig after insulting a witch. Shrek must now attempt to teach other figs of the value of life to turn back into his normal self. It's much more frustrating than you might think.
- **Shreks' Prison:** In this game Shrek has trapped you in his very strange prison. In the prison you will meet the worst of the worst, and during your stay you will be forced to do activities Shrek chooses to do such as bouncy castle fight, death run, and even a small tank battle. You will be able to leave the prison once you've completed all of the challenges.

- Shrek and the swamp bugs: You play as a swamp bug, and you must survive from being eaten by Shrek. Along the way you meet characters like a frog, and even a cricket who is also trying to survive being eaten by Shrek. In the game you can hide in logs, make distractions, or even try to talk Shrek out of eating you.
- Revenge on the villagers: In this game you play as Shrek, and your goal is to hunt down and get rid of the pesky little villagers that have been trying to evict you from your house. Will you be able to withstand the villager army, or will you take back your land.
- Shrek Craft: In this game you play as Shrek, but you've been sucked into a Minecraft world, and must get back to your beloved swamp. You must survive the night, and even try to build a safehouse and find the end portal that leads back to your house.
- Shrek's Brother: In this game you play as Shrek and you have recently found out that you have a brother, and he is the new king of the clouds. Due to your longing to meet up with him you decide to ascend up to the clouds. Along the way you must fight Jack and his magical beanstalk, and tame a pet dragon. When you get to your brother's palace you find out it was all a trap, and who you

meet instead is the massive Donkey Giant with laser eyes!

Balzak Globotron

- Gori meets Balzak Globotron: In this story Gori and Balzak one day cross paths. Gori just minding his own business destroying a small town, and Balzak trying to save the town. The two sphere children make eye contact, and then the story begins from there. Balzak tries to change Gori into a hero, but all Gori wants is death and destruction. Will Gori be able to drop his evil rule, or will he attempt to defeat Balzak and his fleet.
- The lost sphere children: In this game Balzak sets out in search of his long lost siblings. He goes to the farthest reaches of the PCG Universe and finds them. Balzak learns that they have become royalty in their new worlds, and that to them Balzak is just an outcast.
- Sphereverse: In this game the whole PCG universe gets transformed into spheres, and you as Balzak must try to fix everything and return it to its original state. You wonder who is behind all this and what it could mean for the future.

Tryptozians

- The lost children: One day a nursery of Tryptozian eggs gets stolen, and you are tasked to recover them and become a hero. On your trek you must overcome the mysteries of the sea and save the children.
- The Expedition: In this game you play as a Gondo scientist exploring the vast oceans on the planet Shairek, and on your way you stumble upon a abandoned Tryptozian city, and while you're in there you find ancient fossils of a weird kind of Tryptozians, and all sorts of strange architecture that you've never seen in your life. There is also a possibility to bring back this ancient city, but it requires all the relics to complete.
- Unbalanced Ecosystem: The Tryptozian hierarchy is becoming unstable, and rich leaders such as Matak are using the system to wage wars on the crabarks. Will you cower in the shadows, or become a major political leader and save the poor Crabarks and three eyes

- The professor has lost his dairy and entrusts a three-eye named Grundleton. Will Grundleton be able to get past the racist guards, or will he be clever enough to use his camouflage ability that he finds out he has.

Random Section 1

After covering a few themes of PCGs let's take a break and focus on some other games you could make that might not follow specific themes.

- A PCG where you play as a soccer ball and your goal is to juke everyone in some way to score a goal.
- Elf Assassin: In this game you are a normal elf fighting in the war between elves and orcs. (created by Siren The Elf) Your goal is to take out the orc leader who is planning a deadly ambush on the elves. Will you be able to save the day, well yeah of course you will, you have save game!
- Rouge Town: In this game save game is disabled, and you fight bandits and enemies in a town, but the moment you die you lose the game. This game could last 2 hours or 2 minutes.
- Mercado Mystery Bags: In this Mercado expansion the player may insert mercado coins into a shop and

receive a random item in return. It could be anything from a paper dagger to a full on planet destroying pistol!

- Call of duty Techno Time!: In this game you play as a first person shooter in a random call of duty map, as you play you eliminate enemies, but all of a sudden your enemies mutate and turn into techno zombies.
- Trouble At Quantum: In this PCG John must save Quantum Field City from a massive invasion of blimps! This would be a short 1-2 page PCG, but full of action and different blimps including the Hindenburg!
- Inventory Man (The lost screens): You play as Inventory Man. Your owner has just died in a video game, and forgot to press save game. You must navigate yourself through the retro style game and make it safely to the exit only using the items you get in your inventory.
- Hardcore: In this PCG you can not use your inventory screen, so you must navigate a dangerous dinosaur jungle only using your fists, actions, and voice. (You are not able to pick up anything).
- Experiments: You play as a Gondo scientist. You are trying to create a cure to save your friend John, but you must collect the right ingredients around your house and make a potion to save him. This is a trial

and error type game that would probably have many different versions and sequels.

- Uranium Glass PCG: Bouble Man travels to Tranoble, but must deal with infected uranium glass people, and mutated creatures from the radioactive plants. You would explore old buildings and even go to the power plant.
- Jurassic Zoo: you go into an ordinary zoo, but within the zoo are many mutated dinosaurs and you must get to the lab to get a cure to turn them back into animals before they devour you!
- A hunting PCG where you have to find the hidden animals and try to take them down, some might be mutated.
- Star Wars+Jurassic Park PCG: You play as Generic_2016 who was a researcher that discovered this ancient world of dinosaurs on earth, but then he finds a dart ray and sees a dinosaur, but before he can make the kill stormtroopers + Fart Vader arrive at the scene and try to take down the very valuable beast before Generic can.
- Mr. Time: In this game you play as a clock who can stop, and rewind time. You must find the time stone to restore your friend who had just lost his, causing him to be very ill, but you are met with many conflicts while descending into a dangerous valley with many ghosts and outposts.
- Mr. Goodall and the blaster! In this PCG Mr. Goodball faces The Blaster in a epic arena, but will spedino help him or leave him in the dust

- The Iceberg: You live on an iceberg in the middle of Ico, and you can explore it, make friends, and fend it from ice pirates that are coming to take your Iceberg ship.
- Star Wars the pod!: This game you just escaped from the Death Star being blown up, and now you must land on the desert portion of the planet Tatooine. While on the planet you meet a shady businessman who is selling scrap items and a speeder which you can steal. You can also find a strange dinosaur looking creature which you can tame to be your companion. You must then fight some sand bandits, and destroy some of the empire who also have a camp with speeders which they will defend. You hate the empire after they “Killed your father” (he is actually fart vader) BTW you play as sussy lightsaber boy.
- Alcatraz!!: You are The Arcmage, and you have been imprisoned in Alcatraz. Your main goal is to escape either from your cell, or finding another way. This PCG is unique, because there are many different ways to escape.

PCG Community Section

This section contains ideas from across the PCG community

Xaq's Ideas

- A PCG about a Cloudian trapped in a nebula.
- a PCG where you're an intern for The Company but are starting to question their motives, but still have to work for them .
- a PCG set on the planet Frowki of the Voidian Universe, where you have to escape from one of the floating cities into the Rings of Life.
- A PCG where you play as Seluco the Yak Person on his first day of Starfleet Academy and you have to undergo training simulations.
- A PCG where you're a tree consciousness and you have to move between the underground mycelial (fungus) network (which connects the trees) to contact other trees and plants in the forest, to defeat an alien parasite infecting the network.

Magic Paper Production's Ideas

- A PCG where you have a limited supply of items that you can use throughout the entirety of the game to solve puzzles. example: you are supplied with only a magnet, a sword, and an umbrella, and you must use creative ways to solve unique puzzles using only those items provided.
- A Pokémon game where you play as the Pokémon and you must avoid capture and build your own team of allies to defeat the trainers. Some struggles for the player would be coming up with ways to talk to your Pokémon allies, as Pokémon only say their own name.
- A heist game, where you play as multiple different people who all specialize in different roles during the heist and you must steal some valuable item. The real challenge of the game is constructing a viable strategy using all the different team members' abilities to their max.
- A murder mystery game, but you're the murderer and your goal is to deceive the detective that's been hired to solve the mystery and cleverly deflect the blame to someone else.
- A space exploration game where you discover and explore many exotic planets, while learning secrets about your crew and yourself.

HmbTiger's Ideas

- An open world PCG with no real objective. The PCG could be one screen showing the entire map, or a map that has screens for every location when the player gets there. You can add to the PCG after every session making it feel infinite and the player can be very immersed that way, especially if there is a proper inventory and progression system making the player get better and better gear.
- Choose your own adventure PCG. The PCG would be like a normal PCG but in a few parts there would be choices. There could be different endings as well.

Sammas's Ideas

- A PCG inspired by a mobile game (Like the ones where you run through different paths.
- A simulator PCG that specifically simulates things, such as goat sim and powerwash sim.

Flamespot's Ideas

- Pun Encyclopedia: A game where the player can only answer to the game master in a pun or play on words to whatever is happening - A different version of this could

be a Rhyme/poem version where every sentence you say has to rhyme in some way for the game master to actually consider it an answer.

- My Restaurant: you just opened a restaurant but there are many problems that come with it. Horrible neighboring restaurants that are competing with you, robbers, and the dreaded health inspector. In this game you have to be able to fix broken fryers(with some tools a customer left behind), flip a burger(minigame where you actually have to pick up the paper[that looks like a pan] with a scrap of paper on it[that looks like a patty] and throw the patty paper so it flips in the air), and upgrade your shop to create higher quality food to satisfy more customers
- Alphabet game: 26 pagePCG. Each page has a letter of the alphabet on it. Also on each screen is a small scenario where the player has to say a name of a random object of the letter on the page, and it will appear in game for the player to use to complete the scenario. Ex. We're on letter "L". The page shows you facing a 10 ft high wall. On top of the wall is a small platform with a door to the next room. The door has a massive padlock on it. The player then says "Ladder" and a ladder magically appears in their inventory for them to place against the wall. They see the door is locked so they say "Lockpicks" now they can pick the lock and continue through the door. When they go through the door all of their items they gained from the last room disappear.

- Color Quest: A series of puzzle pages where the player finds different color pencils. They can turn themselves into that color which allows them to pass through barriers of the same color. This can be expanded where maybe instead of a lot of different color barriers, each color can perform a certain action such as, yellow gives you the ability to dig underground on certain yellow floors, red allows you to blow up red objects, and blue allows you to fly. Basic example with original idea: You start in a room, you are currently in black and white. There is a door on the farside which is red. On the ground you see a green colored pencil. You also see a red colored pencil behind some green glass. You color your Character green and can walk through the glass to pick up the red pencil and walk back out. Now you can color yourself red and pass through the door.

Yak Games

- Minigame in a computer where you control the cursor on the screen and solve puzzles. You can encounter other cursors that you have to battle. Cursors are customizable.
- A game where you control gravity and you are piloting a spherical ship, but you don't know it's a ship until you find a way to open it and your character is revealed.

- Make a game only using a computer mouse and not a drawing tablet.
- Make a game where you work at mercado.

Small Ideas List

- **Rocket Comics 2:** A world where there are no humans and only half humans.
- **Spoonery:** A PCG where you can hop on to other PCGs and bring people to your PCGs.
- **IMMORTAL:** A robbery style game where you can rob easy-hard level banks each with their own unique security systems and guards. In order to rob the big banks you need a crew of hackers, drivers, and the actual robbers. You can use the money you steal from the banks to hire crew members too.
- **Wyzo:** A competitive pvp PCG since we need more of those. 2. A series of PCGs in a separate universe that has ELEMENTS of the typical universe, but it's all slightly altered.
- **Siren The Elf:** A short 2-page PCG, but the pages add up as you do more quests.
- **VoidDevX1:** SciFi, World Wars, PCG Universe Stuff

AI PCG Ideas

- A game that takes place in a post-apocalyptic world where magic has returned and players must learn to harness their powers to survive.
- A game set in a world where all mythical creatures such as dragons, centaurs and unicorns exist, and players must navigate through challenges with their chosen creature companion.
- A game where players are wizards or witches who must complete a quest to save their magical realm from dark forces.
- A game that takes place in a medieval world where players are knights or princesses and must embark on a quest to save the kingdom from a dark lord.
- A game that takes place in a world based on Norse mythology where players are Viking warriors who must navigate through mythical lands and defeat monsters.
- A game where players are adventurers in a world where magic and technology coexist, and they must combine both to succeed in their quests.
- A game where the player has to explore a world made of dreams and memories that are rapidly fading away. The player must collect and combine fragments of these memories to uncover the story and find a way to preserve what's left.
- A game set in a dreamland where time and space are distorted. The player must solve puzzles to navigate

through different dreamscapes, from a surreal underwater kingdom to a whimsical forest of giant mushrooms.

- A game set in a world where the player is a dream walker who can manipulate their environment to progress. This game could consist of layers where each dream world is stacked on top of each other, and the player must use this to their advantage to uncover the mystery of the world they find themselves in.
- A game where the player is a dreamcatcher who must journey into a dark dream world to protect people from a malicious evil. The player must use puzzle-solving skills to defeat the monster before they wake up.
- A game where the player explores a world where dreams and nightmares collide. The player must navigate through a labyrinth of surreal landscapes and uncover secrets buried deep within the dream world.
- An action-adventure game set in the jungle, where a group of explorers discovers a hidden temple containing an ancient artifact sought after by treasure hunters and mercenaries.
- A science fiction game where a group of astronauts on a deep space mission discovers an alien artifact that has the power to bend reality, causing them to question their own sanity and reality itself.
- A horror game where a group of friends on a summer camping trip stumble upon an abandoned ghost town

with a dark history, and must fight for survival against the vengeful spirits that haunt it.

- A story about a character who is a detective tasked with catching an elusive serial killer who always seems to be one step ahead of them
- A story about a group of strangers who find themselves stranded on a deserted island and must work together to survive against all odds.
- A story about a time traveler who goes back in time to prevent their own tragic death, but soon realizes that changing the past has unforeseeable consequences.
- A story about a character who wakes up with no memory of who they are and must navigate a dangerous new world to regain their memories and uncover the truth about their past.
- A story about a character who discovers a hidden world of magic and must learn to hone their newfound powers to save the world from an evil sorcerer.
- A story about a character who inherits a struggling family business and must work to restore it to success while navigating personal and professional challenges.
- A story about a character who becomes trapped in a seemingly never-ending time loop and must find a way to break free before they lose their mind.
- A story set in a dystopian future where society has collapsed and a group of rebels work to overthrow the tyrannical government and create a better world.

- A story about a character who receives a mysterious letter that leads them on a dangerous journey to uncover the truth about their family's past.
- "Escape the Mansion" - A game where you play as a trapped guest in a sprawling mansion, trying to gather clues and solve puzzles to find a way out before it's too late.
- "The Last Survivor" - A post-apocalyptic adventure where you play as the last human trying to survive in a world overrun by zombies, scavenging for supplies and trying to find other survivors.
- "The Ghost Hunter" - In this game, you play as a paranormal investigator trying to uncover the secrets of a haunted house, using your wits and knowledge of the supernatural to solve puzzles and protect yourself from malevolent spirits.
- "Pirate's Treasure" - A game where you play as a pirate on a quest to find the ultimate treasure, battling rival pirates and treacherous seas, while gaining and tracking clues to the treasure's location.
- "Detective Noir" - Set in 1940s Los Angeles, this game puts you in the shoes of a hard-boiled detective trying to solve a string of murders while navigating corrupt cops and criminal syndicates to get to the bottom of what's going on.
- "Mystery on the Train" - In this game, you are a passenger on a train traveling between cities, thrown into a web of intrigue when someone is murdered, and you

must figure out who the killer is before you get to the next stop.

- "Time Warp": A game where the player travels through different time periods, solving puzzles and trying to prevent a catastrophic event that threatens to destroy the fabric of time.
- "Alien Invasion": In this game, the player is the last surviving member of a military unit, using their tactical skills to outwit and defeat an alien invasion.
- "Haunted House": In this game, the player explores an old, abandoned house using clues to unravel the mystery of its haunted past.
- "Apocalyptic Survival": A game where the player attempts to survive in a post-apocalyptic world, scavenging for supplies while avoiding bandits and other dangers.
- "Detective Mystery": In this game, the player is a detective trying to solve a series of interconnected crimes, using their puzzle-solving skills and ingenuity to solve the case.
- "Underwater Adventure": A game where the player sets out on a deep-sea adventure, encountering sea creatures and solving underwater puzzles to reach a hidden treasure.
- "Escape Room": In this game, the player is stuck in a room with a variety of puzzles, and must solve each one in order to escape before time runs out.

- "Enchanted Forest": A game where the player travels through a magical forest, encountering mythical creatures and solving puzzles on their way to a magical end goal.
- "Zombie Survival": In this game, the player attempts to survive in a world overrun by zombies, scavenging for supplies, crafting tools and weapons, and battling their way to safety.
- "Escape to Mars": In this game, the player attempts to escape a dying Earth by traveling to Mars, solving puzzles, and making key decisions to ensure their survival.

High Detail AI PCG Ideas

- Title: "The Lost City"

Overview:

"The Lost City" is a puzzle-adventure game that takes place in a long-forgotten civilization, where the player must uncover the mysteries of a lost city buried deep within the jungle. The game has a first-person point of view, and the player can move around and interact with objects and the environment.

Plot: The game begins with the player stumbling upon an ancient map that shows the location of a lost civilization in the heart of the jungle. Drawn by the prospect of

discovering long-lost treasures and secrets, the player sets out on a quest to find the lost city.

As the player navigates through the dense jungle, they encounter many obstacles and puzzles that must be solved to progress. Secret passages, hidden rooms, and ancient mechanisms stand in the way, requiring the player to study the environment carefully. Once the player finally reaches the lost city, they discover that it was once a thriving metropolis, but now it's a deserted ruin. As they explore the city, the player slowly uncovers the secrets of the civilization that resided there. The player discovers that the lost city was not just any civilization, but one that was at the forefront of technological development. The inhabitants made incredible advancements in engineering, mathematics, and physics. But, as the player discovers through clues and hidden notes, there was an issue in the society with power and a drive for ultimate technological progress. This resulted in the downfall of the civilization with technological experiments having disastrous

Gameplay:

The game features a mix of exploration, puzzles, and action sequences, with an emphasis on puzzle-solving mechanics. The player will have access to numerous gadgets to help uncover hidden secrets while navigating through the environment.

The game progresses in a linear fashion, but the player can unlock secret areas by solving challenging puzzles and discovering hidden passages. Each challenge builds upon the previous one, leading the player to uncover more significant secrets in later stages of the game. At some stages, the player will encounter puzzles that require trial-and-error and exploration of their environment. Other obstacles will need a keen eye for detail and a logical mindset to solve, but the progression will feel like a natural excavation of the city's secrets.

Conclusion:

"The Lost City" offers players an immersive, puzzle-filled adventure into a forgotten civilization, allowing them to uncover the secrets of what was once a thriving and advanced society. The game emphasizes critical thinking and problem-solving, with engaging gameplay that challenges the player to think outside the box. The story behind the lost city's downfall will capture the player's imagination and transport them into the game's world, discovering how the ancient civilization fell from grace.

This book will be added soon!

