

SAVE GAME ADD ON

In this PCG Add-On, I will be showing you a few new/old things you can do with the mechanic "Save Game". Feel free to use any or none of these Add-Ons. 😊

Age Punishment: This Add-On was used by Pierre, but basically, each time your player says, "Save Game", they age one year. Now this can be costly, because if they get to age 50+ then they might lose some athletic ability or strength, and once they get to 100, the player dies.

Inventory Loss: This Add-On basically takes away one of the player's items in their inventory each time they Save Game. Now these items can either be chosen by the PCG Master, at random, or by the player. If the player gets to 0 Inventory Items, then they lose their inventory screen for good and can not pick up more than one item at a time. You can also make your player lose all items each time they Save Game.

Shapeshift: This Add-On changes your player's appearance each time they Save Game. For example, maybe your player loses an eye, grows an arm or their skin turns shadowy gray. This Add-On can be both an annoyance or a helpful addition for your player. But you can limit it so they only can shapeshift once per screen. You can also choose to have your characters completely turn into new ones. Maybe they take on the form of Zoovac or Pinchzoid Crabicus!

Save Game Limit: If you want to give your player's a challenge, choose this Add-On. This addition basically only allows your player to use Save Game for a certain number of times. Once they surpass that number, your player loses the game. PCG Masters can set the # to whatever they like.

Weight & Height: This is a comical Add-On that makes your player grow, shrink, or gain weight each time they Save Game.