

Fine here's a header for you Cookie are you happy now?

Jutomi's Suggestions

IDEAS FOR WA

- A way to undo a line in the vault after you pressed enter, mainly so players stop accidentally MAVing while trying to use cmd 7
- Perhaps undo the change to .png/.bmp/.jpg or whatever one it was that causes black textures to no longer be transparent; it makes using ingame textures a little bit painful.
- Please consider adding the normal spring texture back. I'm find with a colored ring around the spring, just please let the target part of it come back.
- Perhaps OpenWA could be split into "Lite" (optimized vanilla with 0 mods) and "Deluxe" (for existing and future mods)
- **Fix the blasted animation for walking or flying upwards. Please.**
- Cmd 12 with a negative speed value makes the music play backwards. If possible.
- The ability for minotaur destroyers, rotators, and plausibly generators to interact with z-bots as well (classic/retro, moobot, killer moobot, ufo, zapbot, zipbot)
- 180 degree rotations of the minotaur rotators
- CMD 4 all usable data values (DONE)
- The ability to tell when something frozen in brr is about to break free (ice melting?) [Kyu WIP] (DONE)
- JDL's suggestion here:
<https://pcpuzzle.com/forum/viewtopic.php?f=42&t=27857&p=369484#p369483>
- Make Green Scouges flashable (DONE)
- Turrets: Get rid of turret magic and just have flashable turrets that fire opposite the player. But seriously please someone get rid of this magic from the game AND:
- > Make Blink Barrel Magic have the old Turret magic colour instead of grey.
- Commands that change camera x/y/z and yaw/roll/pitch. Maybe also a "reset camera" option...
- Minmax Gates: Gates that only open if a certain number of objects with a specific ID are present, be it a minimum, maximum, range, single number, or antirange/number (i.e. deactivate only within a certain number/range). The level creator can use dialogues for details of the gate if needed. (DONE)

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- Spy-Eye Variant with Infinite Range (and potentially zoom in/out feature)
- A monster that tracks down either wee stinkers or just any object with a specific ID. Could be a gold chomper. Similar thing with a gold crab? Also maybe a scritter that does something similar?
- Lava crabs (red at least, maybe green too) that burn things like lava turtles and once they go into lava they swim in that X/+ direction until they hit an obstacle.
- RTW chompers ("dumb chompers"; could also be gold chompers tbh)
- Shadow stinkers (firey too)
- Chompers/z-bots that move only when you move
- The ability to set how long a timer button will last for (shorter/longer). Can be done in vanilla (ish - wish status) but it's a little finicky.
- Ability for timer buttons to look like their RTW counterparts? [Samuel]
- Spellballs that move faster or slower than normal [think like how zapbots work]. Note: Slower spellballs are possible in OpenWA, but also finicky.
- Data values above 10 (Data11, Data12, Data### etc.) for modded content [Sammy's Suggestion]. See: Blitz Float# values
- Coily Animations [Samuel]
- Custom Particles [Samuel]
- Custom Environmental Effects [Samuel]
- Teleporters that are adjustable to be: starless, silent, particleless or invisible [Joseppy/Cookie] (Different Data Values?)
- Kamikaze boomers; angry/corrupted baby boomers that are gone once used up.
- Ice-covered bridges that you can turn on/off or alternate on/off. Also gates that lower to become ice. Also gates that lower to become lava. Also also maybe something that converts between ice and floor logic?
- The ability to reliably put buttons and ice and junk inside of wooden traps
- Possibly a gate that just deactivates when turned off, rather than turning the underlying tile logic to floor? (maybe do this for lazer gates since they're floating already...)
- First-Person view; not really magic compatible, but good for some esoteric adventures that may not utilize magic at all... xD (Now plausible)
- Something that turns a monster 90° after said monster moves over it? (from any direction, unlike ice corners)
- Something that acts like a conveyor belt in RTW, maybe could turn on/off or flip 180° with a rotator button
- Add some way for objects to target other objects. (also include a golden chomper texture to emulate red/gold chomper distinctions) [Pawelec]

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- Something that would be able to turn a spellball 90° after going through it? Might be hard to implement this one however.
- A spellball colour changer that can be turned on/off with coloured buttons. Ed: Oh figured this out, so basically, the object would be either a prism or holographic-like thing that, when the spellball passes over it, would change the colour of that spellball to the colour it has. (seems like kyuu's up to this)
- Spellball teleporters. (HA)
- Add the "custom models displacement glitch" as a variable for Nasko's Glitch Command?
- Something that blocks spellballs mid-flight (Actually, white magic on a spellball colour changer (see 2 above) would work perfectly)
- Something that basically makes a spellball activate early, like a target or something. Would act much like a wall does for spellballs shot through prisms atm. Would make magic that only activates on a clicked location much more applicable when redirected by ice walls or something.
- A thin ice wall that could act like ice walls but would be destroyed after being hit; POW might be able to phase through this.
- Linked Transporters — every time you or something walks on one, all others of the same colour move as well
- Teleporters, conveyor-belts, and collapse bridges that are usable/sinkable by monsters with a specific ID (inc. player-only, as conveyor-belts currently are funnily enough). Wouldn't need new objects; just a normal DataX adjuster.
- Beach Bullies from Krabby Quest (but different appearance?)
- Fireflowers and UFOs(and possibly burstflowers) that all have different coloured magics (all the non-fire/ice ones targetting your position, though idk how this'd work with burst flowers)* [CMD 4 can kinda mimic this]
- Same with barrels? (inspired by blink barrels :v) [same as above] {see: nitrogen barrels}
- A way for objects to move like coily without logic ties? Let them BOUNCE
- A way for objects to track the player like chompers, i.e. pathfind without also having a dependence on object logic to track the player's location.
- Flee Range Infinity (or something large like 20, 50, 100, idc something absurdly big for extremely niche purposes xD)
- Rainbow spirits - move +-wise [OR x-wise?], can float and can press buttons/use bridges/collect rainbow coins). Idk about whether they should be lethal or not though, would be kinda nice to have another friendly mobile. Theoretically could also pick up magic charges for you; could have very interesting implications.
- x-directional suction tubes?

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- Natural-looking plant-based versions of barrels / TNT barrels?
- 2× ice floats and/or bridges (ice floats that you can use twice? Idk how that'd work but if you can think of something?)
- 180° buttons (again, I have this in my hub already as "spin buttons", but something more reliable could be interesting. Also idk if springs should have 90° buttons or anything but like, again, they are possible in vanilla)
- Ability to have fireflowers/wraiths shoot different-moving spellballs (slow/fast/homing)
- Some critter/z-bot (or adjustment to all +-moving critters) that alternates between turning left and right every time it hits a wall.
- Special objects that make it so one/two/three sides of it are wall but the rest is crossable like floor, maybe can be rotated. This is kinda wacky and not super necessary (and besides, you can make something similar to this for stinkers with some clever trickery involving custom models set to deadly)
- Magic that duplicates items, maybe called "dupe" magic. So when you hit an object with a "dupe" spellball, you collect a "copy" of that object without disturbing it (so if Flash was "cut", this would be "copy"). Once in your possession, you could "paste" that anywhere as many times as you want (or can), giving you a second, third, or infinitely many of that or any item. And you could simply change the item you wish to dupe by casting another dupe spellball and hitting an existing object with it. This would be most useful in puzzles with limited dupe charges, as otherwise it'd probably get quite out of hand quite fast (though that could be fun too). See: Fusional Magic
- Similarly, a magic that "swaps" things could be fun, albeit a bit similar to Flash, and hypothetically could be used like Blink, too, if you swapped yourself with something, though this one's a bit less unique. Again, see Fusional Magic
- A magic that uses a charge to move an object, from anywhere on the map, orthogonally one tile. (probably not lol but ;p)
- Superprisms (from Puzzle Diversity)
- Tile logic called "The Pit". Like lava that doesn't burn you, or water you can't brr over. (Maybe grow? Maybe not, idk) Falling in would actually make you fall in rather than drown/burn, and monsters would "fall in" as well, rather than just explode. Transporters and conveyorbelt and bridges would still work.
- Second floor level-logic thing; acts like a floor but separate from regular floor, and would z-adjust everything (maybe up by 1.00). Also pistons (timed and button-activated) to switch between floors. Spikeballs would fall from the second floor to the first. :P
- Spikeballs linked to each other, so if one turned, they'd all turn.

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- Spikeballs that only hit the ground every X tiles (2, 3, etc.). Would fly over water/lava until they hit the ground.
- Spikeballs/z-bots that turn left or right every X tiles
- Oyah another magic idea: some "nyak" magic that, when it hits a tile (like grow or floing), makes a nyak sound. And also creates a node for all chompers to go to before persuing you again or forever, not sure which. Also idk if it could stack so you'd have a network or if it'd be one-at-a-time so you could change it. (probably this version) Regardless just thought of it heading to bed. Also as soon as one chomper'd hit the node it'd be "used up" for all chompers. Ccould also be used to scare scritters/crabs/bubbles or redirect homing fireflowers. Course the former would maybe use it up upon running away once while fireflowers would be stuck shooting at it forever. Could be that you can also cause other monsters (or yourself again) to be targeted. (probably a light "pink" magic)
- Trampoline magic (acts like a trampoline in RTW) — or even just trampolines. [Ash's idea]
- Some object, flower or barrel maybe, that acts like a burst flower when destroyed; i.e. it fires pow in each cardinal and diagonal direction upon being destroyed.
- Kamikaze Spikeball: Spikeball that explodes upon hitting anything or dying. (Note: Somewhat implemented with Nasko's kaboom!s in bettereditor)
- A zapbot variant that shoots constantly and slowly (or quickly) turns clockwise/counterclockwise, adjustable in-editor. Would be less loud. Could be stacked for multiple beams/speeds/directions, theoretically could have interesting boss fight implications especially with copy/paste xD
- Lasers (like zapbots') that are constantly active that you can activate/deactivate. Like a very deadly gate. Could be implemented with the above suggestion as something that has a rotation rate of 0.
- Bridges creatures (of a certain ID) can safely walk on but others (of other ID) can't lest the bridges collapse under them. I.e. basically add "activationID" to collapse bridges. **(Can be sort-of mimicked with button push, but would still be nice to have.)**
- Some sort of "bell"-type gate-sized object that acts like a button (the type of which could be seen on top of the bell) but only upon being popped - from the side. Could perhaps be flashed. (Fusional Plonk Magic wouldn't work either ;p) Theoretically could also be frozen to prevent it from being popped.
- Rtw transporters, could be a nimbus cloud type thing (as proposed by mitoju)
- Some kind of flower spore floaty thing. Could come in pow, brr, pop and blink varieties (or, with fusional magic, Flood/Frost/Boing/Etc.), casting magic once killed in a 2reach x formation (or right under for blink). Slowly floats toward

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you until 2 tiles away (not sure if they'd be scared two tiles away or not); would be dumb (like bats: see below). Could have very large spore spawners if all of a color are depleted. Pow ones (maybe all?) might self destruct like a burstflower once near you

- Bats - act a bit like green crabs (speed as well), except a) they fly, b) they will only go two next to you (and will run away if you get closer), and c) are dumb, i.e. will not pathfind around obstacles. Could have a hostile version that tracks you down as a chomper would, but would still be "dumb".
 - Little balloons that act like rainbow bubbles but instead have scritter reach. When "popped" by Flood/Frost/Prime, wouldn't leave anything behind
 - Gadgets - see shine magic
 - Some floating version of a spikeball/z-bot/whathaveyou, or at least one that can bounce on / move over water.
 - Moobots that activate other moobots they run into? Maybe could also deactivate gates they hit? (Maybe amber-infused moobots? See below :p)
 - Flip Bridges of different lengths (1, 2, 4, maybe longer lol... and 0 as a joke)
 - Joke magics: Stone (Maybe could copy/paste something from a specific tile), Moss (idk xD), Rainbow (cycles through 7 main magics), Metal (??? idk deactivates things?), Fire (Maybe destroys things?)
 - Objects pushable with pop (like crates or boulders in RTW) [See: Kyuu]
 - Objects pullable with pop
 - Possibly an alternate to magic gloves for being able to push boxes and the like. [Samuel]
 - Some creature that follows your PATH throughout the adventure? [MiToJu]
 - Some similar Braid type of clone / robo-you mechanic? [MiToJu; kinda MS]
-
- **FUSIONAL MAGIC:** Some sort of magic lying between two other colours of the rainbow that has a function somewhere along the lines of being between both.
 - Rose and Violet Magics: OK so these are confusing, so pick two of the below for them.
 - **Alt:** Boing magic; When an object is hit with it, it gets teleported back in time. TO BE MORE SPECIFIC: It basically gets sent back to where it started in the level. Probably want it used on the player (especially if flowers fire it), but maybe not affecting the caster (i.e. status 0/1 changes function). (Boing) #2/3
 - Subalt: Also could blink you temporarily before either sending you either back to spawn, or where you were previously. Could be a second function with above, if we use that for Rose.

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- **Alt:** Swap magic; switch places with another object (could be weird with swap flowers lol). Possibly "Boing" as well, even if gameplay it'd make sense as flash/blink... toughie. Could maybe *also* swap two other objects.

Alt: A magic that acts like blink, except instead of teleporting you, it places a target. When you use it again, it will place a new target - and teleport you to the old target. (think blink but blinking to where you last wanted to go) (Wry) That said, this could theoretically be a "magic type" for all magics rather than just blink... but then again you could probably canonically multi-shot this one for some interesting things? (meh)

Alt: could also create a teleporter for "future use" (probably not)

Alt: Theoretically could be a copy/paste magic instead (leaving one in the present) - maybe you can only have one "present" copy (sorta like Plonk), and you have to select what object to copy/paste. Could destroy the object by hitting it again, or by copying another object... hmm -. Actually could be kinda cool xD theoretically always lethal if we want it further distinguished from plonk... otherwise could just mimic living things?

If I go with this idea then this would probably be #7 introduced, otherwise #2/3

Alt: Could also be "Nyak" magic by making a future version of yourself somewhere, but honestly I'm not sold that this would be possible to implement.

Alt: A magic that temporarily disables objects, say for five-ten seconds, by transporting them "into the near future". Could replace my original "grey" disable magic concept.

Alt: A magic that LINKS two objects together so when one moves / acts / turns, the other does (though this could be another magic, or just a "link" feature)

[Link/Shackle]

Alt: Could be my telekinesis magic idea where you can move an object anywhere on the grid by one tile orthogonally.

- **Azure:** Permafrost? Would freeze an obstacle permanently until it's POWed; basically brr flowers but you can cast them. Either can't form brr pads or forms perma-ice... Not sure, but it might be a bit too OP on water. Perma-ice could be square and also possibly form on land, lest it be an ice spike. Theoretically could even cast lava into hard rock (onestep tiles ftr). May even turn objects into ice walls instead? (Frost)

ALT: Could be a "flood" magic that creates (on land/ice) a (temporary/toggleable? Probably not) water pool. Could be considered "Fluid" or "Flood" magic. Mainly beneficial for destruction, transporters, water-based creatures*, and maybe conversion, including: maybe turning chompers into water chompers (probably hard to implement), "extinguishing" fireflowers (not iceflowers; maybe could then "hydrate" them into waterflowers) and firetraps,

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maybe "liquifying" ghosts/wraiths to be active at all times (might be hard to implement), short-circuiting (at least some) z-bots, "powing" crabs and popping rainbow bubbles. Probably would drown stinkers (thus making waterflowers canonically dangerous lol). Would be cool to have an aquatic/fluid magic and might be more engaging than. Could possibly also create clouds which act as bridges which begin collapsing while you're on them, if created in pits (although possibly even Frost magic could do this). Last possibility: might do lava instead of water on tiles for adventures that have lava in it (but would otherwise function the same). Note: this idea could *absolutely* be teal... or rather aqua(marine). Either way #4-6

Alt: Could be Link/Shackle Magic

Alt: Could be the Sigil/Lock/Gloop magic that basically prevents gates/objects from being toggled. Honestly would look pretty dope. I believe the current idea is located in amber and/or teal and/or grey. Could be introduced earlier to counter Shine but not given to you in glove form until much later?

- Teal/Aqua(marine): (Original Idea) Creates ice spikes that stay in place until either a spellball hits them (which they'll be reflected like ice walls) or hit by a spikeball (will still redirect them) (Spike/Thorn/Sheek/Grr) [maybe if something springs into them as well? Spikeballs could probably blow right through; might be hard to implement that tho] Hmm... could maybe be cast on walls and on objects as a sort-of one-time-use ice wall as well, perhaps? Might be a tad tricky if not impossible but, it's an idea..

Alt: (Taken from Amber "gloop"; could be a "snug" magic instead) Some kind of magic that prevents objects from being busted, pressed or toggled. Amber a barrel to make it functionally a wall (Note: see Shine), amber a button to make it press-proof, amber a gate to make it stick (maybe?), amber a spikeball to make it glued ("disabled") in place as if it were frozen in a floating bubble. Could even be used on ice and brr pads to turn them into floor logic. Note: this idea could be for grey magic as well (Phase). #3-5 (unless flood exists, then 6-7 while grey is 8) Honestly this magic could even be used for *rose* now that I think about it... honestly the sigil that could appear from it would look dope as heck.

Alt: This could actually be flood magic honestly. Life-like state of matter? :p

Alt: Maybe it could be an uber brr in that it actually turns things *into* ice. That would be a nice way of mixing the ice spike idea into a brr idea. These could either be prisms or one-time brr walls... I do quite like the idea. :3c

Alt: Link/Shackle Magic

- Chartreuse: Creates a weight (like... maybe actually a rock) that acts like an object. Sort of like grow, except it can press buttons, and MAYBE sink bridges upon being destroyed - we'll see (don't want a total pop ripoff eh?). Exists

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permanently until you want to place down a new one, to which the old one disappears and, poof, a new one magically happens. Perhaps could be destroyed by being hit by its own spellball, as well. Lastly: Maybe it could keep gates down? xD (Plonk) #1

- Amber: **SHINE MAGIC** - Orbs glow in the dark. Objects afflicted by Shine magic will also glow in the dark. Can be used to power special electrical-input walls, which act like square buttons, OR used to power objects which will turn on said walls, or otherwise activate Shine-specific floor tiles. May be used to cancel out shine on objects as well (something something "cancel the charge"). Canonically used to power glow gems and electronics, but never in glove form in the normal Wonderland. Maybe could be used to power some gadgets as well (see more below). Joke about "overpowered" [better than pow, powers things...] #2 AND #4.5 [come back to it to learn its electrical properties lol]
- *Since the original idea feels like it'd be better as teal magic, maybe this could be that "RTW spring magic" idea Ash had. It sounds kinda dumb, but actually, you could say it's pressurized chaotic energy that, when walked on, kaboom!s and propels objects up and over walls and stuff. Not entirely sold on this idea though... but at least it could theoretically be called "Ash" magic at that point unironically. Could even add to lava timer too for the lols (would need lava over-tick bug fixed tho). Maybe could melt ice lol, although that's kinda covered by Gloop as well.*

Downside: Probably also impossible to implement lol. Still, an idea's there.

Alt: Could be "Shine" magic, making things... invincible xD (i.e. barrels into walls [taken from Gloop], spikeballs fireproof/maybe water/lava proof (wack), etc. Could be flipped off. Cannot be used on the user, probably. Might be introduced earlier but only in glove form later on. (Considered a "stability"/"strength" magic?) >>> ALT: "shine" could also actually be shine, i.e. what charges your glowgem and normally has to be transported from the other continent or infused. Could be cast to glow along its charge, make objects glow, and possibly even energize other gadgets like grappling hook (blink but must hit walls and drags you into threats - 3 charge) or lockpick (only some colors... or subcolors? - 2 charge) or bazooka (pow, launching you a couple spaces - 4 charge), barrel launcher (cuz barrel magic - 4-5 charge), maybe even teleporter (ycan only place two ends per level - 5-6 charge)? Possibly a horn to either stun, spook, or pop things in a 5x5 circle/square, or something that lets you shove objects? Maybe batteries for such gadgets as well (once use - maybe only for certain kinds). Could also power coils that run commands. Like this idea most though might be too niche/ironically complicated.

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- Alternatively the magic itself could function as a "lock pick" by activating/deactivating gates itself, and because that alone might be so powerful you might not need many if any gadgets (unless "interactable gates" are distinct from normal gates). Possibly even some floing/boing magic device that lets you reset the level but keep your position within it but that might be a bit much.

Alternatively an object involved with Floing that actually rewinds everything for a few seconds but keeps you in the location you used it at. Would be, of course, a consumable like a key so you couldn't just spam it.

Alt: Could also be used to activate special energy button types as well as cause things to glow. Maybe even disable doors? Not sure, feels kinda OP and niche at the same time. Hence my lockpick idea.

#6 if Ash, #5-6 if Shine a (but as a property far earlier on), #3-5 if Gloop and #2-3 if shine b ... which I really like lol

- Scarlet: Basically flash orb magic Nasko made, except made to emulate pow + floing [i.e. unstable/dangerous primordial past]. Ideally it wouldn't have a timer... cause honestly that takes away the *point* of busting them with the same magic or a monster. Maybe have a spellball cap of... lets go with 1 (either destroying or unaffected future spellballs, or eliminating older ones.). Could also "kill" things as they're partly ripped into the primordial past if they get inside, thus making it deadly to try and enter. Maybe only workable on floor tiles, since water's too cool/unstable and pits too deep, etc (though... lava might work fine...). #4-7 (Crackle? **Prime** [Primordial], wordplay on priming tnt as well.)
- Note: above idea could become blue/azure, except nonlethal (more like flash orbs) because its a frozen far future eddie. (Could be powered broken?) [Crick] Alts for scarlet include original boing (destroy present renew past), turret magic (dont like it), and potentially some of Amber's ideas. Could still work as its own primordial gateway though... less kind to magic (maybe turning it into pow without freezing it and destroying ice/future lol) [Chaos]
- Grey: Could EITHER be a disabling magic (sorta like one of Violet's possibilities, although instead of on a timer you re-enable things by re-greycasting them !!!), AND/OR a magic that undoes magic spells (i.e. breaks floing bubbles, grow flowers, brr cubes (maybe not pads?), Flood puddles, etc. #3-8 [probably #8] Name could honestly just be "Grey", since "Null" is already taken for black/white.
- Idea to play on with the magics: Hub where you have these magics instead of normal magics (except MAYBE pop/pow and potentially flash, the last of which could be a funny joke/meme); gates/buttons could have these colours too, although maybe they could be textured so as to be highly distinct from normal

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colour gates. Scarlet: Bricks lol, Amber: Amber goop/light (gold?), Chartreuse: Idk triangles or gravel or something, Teal: leafy snowflake spikes? Or watery?, Azure: Ice Cube(s) or snowflakes? Or watery?, Violet: Some strange eddy, and Rose: strange curcular blorbs. (would probably be introduced late) 7-12 could be the same, 14 black reg 15 grey reg. 13 could be pink roses to throw off rose magic when boing is introduced? Maybe white could actually be snowflakes or specked so teal/azure can be ice cubes / water, not sure.

Lore: Purple is present magic, and like colour is just a combination of past (floing) and future (indigo); hence the void being devoid of all matter and nothing left but the present. Pow: Primordial heat/energy, Brr: Heat Death anti-energy. Grow is matter, and Pop is pressure/force. Amber would be raw higher-function energy/electricity, Plonk would be weight/gravity, and Teal/Azure would be fragility or fluidity (opposites, I know, not sure which; one is like cold matter and the other is like far future but still flowing or something).

Potential areas: Wondertown / Academy where a machine is built to mix colours, only to send you into a parallel dimension where colours are shifted; muddy jungle inspired by aveond [plonk], indigo/violet caves [shine, frost? swap?], warped forest type waterfally place (like cyan hills with purple~red water and foliage) [boing? swap?], luminous mossland (greenpathlike and flowery) [flood?], the Scarlet Temple? (Could have lava) [prime], misty basin (fog; more use for shine lol) [flood?], windswept wastes (not mc) [sigil?], sky world (white, rural cloud city) [frost?], void (with blink?), The Gray

IDEAS FOR RTW

- Ability for custom music somehow
- Possibly water-gates?
- Chompers for Qookie? Peegue? xD (DONE!)
- Rainbow sticky cubes: Sticky cubes of the 7 different colours of the rainbow stick to themselves but not other colours; rainbow cubes stick to all cubes!
- <https://pcpuzzle.com/forum/viewtopic.php?f=1&t=7129> (The thread is a gold mine; needs a lot of filtering.)
- A setting that speeds up time? Would be super nerve-wracking. :3 (And maybe a slower mode for puzzle-masters with slow reflexes)
- A mirror that reflects fireballs 180° (like a giant X double-mirror OR square quadruple-mirror) [doable in vanilla with specific setups] {see ice blocks}

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- Spikes with delays; so you could have level-1 spikes pop on right after normal level-1's go down, or right before; then you could end up with a backward-moving array of spikes, which... I mean, I'm not sure what you'd use that for, but an idea.
- Similarly, spike buttons that you can turn on/off, and maybe even spikes that are always up/always down. Again, not sure what you'd use these for, just an idea.
- A balloon or helium block that moves two blocks whenever pushed (unless against a wall) and floats over water (though maybe pop over lava?).
- "Aerogel" blocks which can be pushed from other boxes from behind; could have a mild delay so the game isn't updating too much at once?
- Link Cubes; blocks that behave like non-lava-proof steel boxes that are linked to each other much as link spheres are
- "Wireframe" blocks which act like solid pushing blocks, but can be more than one tile large; perhaps up to six large in any direction if possible. Destroyed in water/lava, and would not fall in unless not touching a floor tile at all. Fire passes through it. Not sure how it'd react with ice/conveyors/trampolines, if at all. Could react with them as long as one frame block is touching; upon a keg going off or part of the block landing on a wall via trampoline, could either be removed from the wireframe or destroy the wireframe entirely. Alternatively could just not be affected by any of these tiles (since they're wireframe, kinda go *around* the blocks), with kegs not destroying them at all.
- Some kind of pull crate where moving into it actually makes you move in the opposite direction but also pull the crate along with you. Could have wood / steel variants
- Maybe a weird box that you can only push in specified directions? (left/right, up/down/right, up/left, down only, etc.) Maybe could be turned by ice corners? (not conveyors) would be kind of a weird object if implemented... probably not worth the code either, but an idea regardless.
- Object that rolls exactly 2x in each direction (squashes stinker bouncing off walls? Maybe? Otherwise if can only be moved once might act like a 1x crate in one direction and a boulder in another .-.). Imagining a keg-like shape
- Steel Kegs (based off something Blast10 made and showed in stream) - sinks in water, floats on lava. When in lava, or hit by fire, it'll have a... maybe 10-second cooldown before it explodes, blinking slowly, then moderately, then quickly before it does explode.
- Uranium Blocks: I call it the uranium block (or radioactive... or isotope block, not sure which). It has a lot of fairly unique properties, one being that if you

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stand by (orthagonally to) it for too long (thinking 2-3 seconds without moving away from it) you will be radiated to death :stuck_out_tongue:

"What that's just a more annoying block" wait there's more! xD

Upon being destroyed, I'm thinking it could explode like a powder keg (destroying everything orthagonally to it), and of course it'd explode in contact with lava. I'm not sure how it'd interact with water, but I feel like it'd just become a normal steel box when it's "cooled". Not sure.
:stuck_out_tongue:

I want to say kaboom!s could instantly explode next to them, and chompers and coilies... either the same, or die to exposure like stinkers. Ghosts, saucers, z-bots and rainbow spirits would be unaffected, theoretically, giving yet another distinction between the RNG monsters.

I think it'd be fine being immune to fire. Powder kegs could blow up after a period of time being in contact with the box (sorta like a way to remote-detonate a keg), which of course would make the uranium box explode as well. Wooden boxes... either also die or are unaffected. Metal boxes could probably be converted to other uranium boxes when exposed to a uranium box for the same length of time. :> (Plasma boxes, boulders, link spheres, gummy blocks, mirrors, prisms, and scounges would of course be unaffected)

- Some kind of monster teleporter in RTW that acts like what players have but for monsters. Could look a bit like the monster spawners but more transparent and in maybe 3 different colours; could be something else entirely.
- Blocks that you can activate/deactivate using buttons (i.e. mobile gates/bridges)
- Spike blocks that destroy boulders coming into them and can only be moved by shadow stinkers / things conveying into them thus pushing them?
- Phantom blocks: Blocks that can be walked through and have items pushed through them, but can also be pushed on their own to hold down buttons and the like. Probably does not block fireballs and destroyed in water/lava
- Multi-headed scouges? (purple and green lol)
- Green scouge generators (one for each direction plus one that spits out one of all four directions if all green scouges are destroyed?)

Fine here's a header for you Cookie are you happy now?

- Alternative generators that spawn only one tile on top of them (and act as floors) rather than four in each direction? Not sure how useful it'd be but could look neat xD
- Chain blocks - Blocks that are able to be pushed by other blocks, or alternatively can push other blocks
- Frozen Boxes and Boulders; basically slide like a boulder would until they hit a wall. Could either push other boulders/iceblocks, or stop like the ice blocks below. Melted when in lava (of course) and hit by scouge (sorta like WA).
- Ice Blocks that move like boulders; would float in water, to which walking on them would be like walking on ice. Would either melt in lava or turn it to stone (maybe a bridge even? o'o). Maybe would get shattered by boulders, but if so maybe could also stop them first. Maybe could reflect fireballs?
- Maybe a fire trap (like in WA) that can be turned off by square buttons. (Could melt ice blocks [to free their objects])
- Maybe add diamond buttons? Lol
- Monster boxes: When broken, release a monster. Could be opened with a button potentially? Broken by a) smashing a box into it or b) using fireballs. Theoretically could come in wood/metal varieties. (Also could have an ice-block version with frozen monsters in them.) [MiToJu's idea]
- Sticky Goo: Stops heavy boxes (thinking metal/sticky boxes and scouges particularly) from being movable (unless shoved into via conveyor/ice); stops boulders (/other sliding/rolling modded/KQ objects) from moving
- Bouncy Goo: Is basically a floor tile, but upon landing on it via trampoline, you will bounce. You can only bounce in the same direction, and you do not GAIN bounce, but rather LOSE a bounce OR RETAIN the bounce you had (not sure which; if the former, 1 bounce just makes you stop on the ground.)
- Goopy Boxes: Wooden boxes that have goo on them. Upon being broken, they drop the goo on the ground. Retain goo while in water. Landing on one via trampoline will probably just break the box like normal behavior.
- Kaboom!s that, when presented two options, alternate between going clockwise and counterclockwise.
- An item-pickup and/or tile (one-use and/or multi-use) that allows a stinker to have super-powers for a timer that appears over their head. (Inspired by the super granny bonus in... well, Super Granny.) Essentially lets them kill enemies, immune to fire, and/or destroy boxes they touch. Would not *necessarily* prevent dying to water, lava, or trampolining/conveyoring into a wall. Might also not work with explosions, which could make powder kegs particularly dangerous. Not sure how electro-tiles/spikes would work.

Fine here's a header for you Cookie are you happy now?

- Other item pickups? Ideas that comes to mind include a key for a special locked door (also similar to super granny), maybe something that makes you move faster, maybe something that makes you "light" and not break bridges but also unable to push objects?
- Starting momentum: A block or other object may have "momentum", trying to move to another block. Could also have different states for how far along the block is. This could also work for monsters, allowing for automatic desynchronized movement.

IDEAS FOR BOTH

- < Arrow.
- Possibly some way to preview adventures without loading them up? Something like the hub screen for hubs, but maybe displaying the first, or possibly the largest, level based on center of the level. (Maybe modifiable?) Maybe something like this for RTW too (where it'd just be the whole level)
- [Haven't ruled out a game combining the two with 360 degree movement... and possibly white magic giving you the strength to throw objects lol]

STUFF THAT HAS BEEN ADDED:

- Waterlogged gates - gates that lower to water logic (DONE)
- Logic gates - and/or/not gates (DONE)
- Homing magic for *all* spell types (DONE)
- Ability to have the camera set to some other object? (DONE!!!)
- Green scouges in WA? Basically flashable versions of scourge - maybe make them able to rotate and activate/deactivate? (DONE)
- ID and objecttype count gates (DONE? At least for ID count gates and varcondition)