# Sample games I created for Spex Rocks

Magic Flute: to be used with an actual recorder or flute, as a game that teaches you how to play them.  You walk in a forest, jungle, landscape, whatever playing your magic flute.  Firstly, you walk around and try out sounds and your earbud tells you what you made.  The more complex, the more detail is made.  Others can walk by that exact spot in VR as avatars and hear what you made, get your permission to add to it, or even just interact with you in it in your VR vision scape.  It teaches you to intuitively, simply create civilizations that you can sort of see and zoom in and kind of be wowed by it all.   As you walk around, Your earbud tells you where another might be in real time or you can just walk to where others have created their own cities.  Your goal is to create ultimate harmony in your city that can have up to trillions of NPC citizens, all who use five perfect symbols with up to five sentences describing what they are feeling.  Your city can reach to the heavens.

Vigilante Arena:  You start at the top of a giant city made of cage roads that you race to the bottom of using ramps that you come across as you pick up upgrades to your chosen weapon and armor type.  It is a maze of interconnected roads that you race against up to sixteen other people and the ones who reaches the finish line first have multiple lives, up to six.  Then they fight in a giant arena against machines/monsters and level up and climb the leaderboard based on how many points they made.

Vigilante 8: Same as the original game, just with different controls.  To move forward, grasp the visual steering wheel and shove your arms forward, to break, hold the steering wheel to your chest.  The dashboard has weapons you can deploy with your finger, and some you can even direct the same, with your fingers.

Acting game: You create spaces and characters/avatars with AI by describing them and setting the scene.  Up to eight players can riff off each other or even perform pre-written scenes to create storylines they can upload to the cloud, and have others either rate or comment on them.  The storylines can evolve to create full fledged movies through AI prompts or ingenuity.  Sometimes the AI can become characters or settings to push the story into more intrinsically rewarding states of play.  You can watch the scenes at any time or redo them, to make them better.  There is a leaderboard of top acting troupes and 3D visual video scenes.  You can be a part of as many acting troupes as you want.

Group Therapy: The User Interface is optimized somehow to create a "battle array" made from words spoken in the heat of an argument with up to five spex

users.  When two or more people finally realize they don't want to argue anymore, they can put their spex on and the array/game directs them through double-or-triple meaning visuals to eventually end their argument in three to ten minutes, getting to the center of their intentions, which is love for the other person.  If there is absolutely no love to be found, that reality will be made known as well.

Sparrows at war:  A neighborhood of twenty square miles finds sparrows (you and perhaps other users) fighting against squirrels and eventually also cats for influence and control over snacks/birdfeed.  The birds can peck, claw, pick up squirrels- which needs three or more birds- or even fashion arrows to be dropped on cats.  You can be killed by squirrels and cats if you aren't too careful!  Features sweeping vistas of flight as it's "woah" factor.

Native American "Strategic real-time tower defense": Historical fiction game where you direct villages as "war strategy towers" to fend of the colonist diseases, spies/turncoats, guns and overall war through clever negotiating and guerrilla war tactics.  The twenty mile area is Plymouth Rock and the surrounding territory- it will take a master organizer, diplomat and war general to kick out the English from native America.  You are a white settler who defected.

Floating dance and karaoke competition city: A floating city where users dance-off and karaoke battle against each other competitively.  The people with the best moves and voices get to eventually build their own skyscraper and host their own dance/singing competitions that others can judge around their chosen formats as MCs. There are twelve levels of prizes you can achieve through continuous competitive play: huts, villa, mansion, clubhouse, restaurant, bar, dance club, apartment complex, mini golf, kart racing, casino and multiplex skyscraper.  Casino and Skyscraper users can even make actual money in game.  Think "Sims" except 3D and with competitive, interactive talent shows.  Many people without talent would be enthralled by the entertainment and voting experience as well.

Graffiti games:  There are up to sixteen artists in large towns who all compete for wall space.  They can level up and be gifted medals by AI NPCs who can eventually grant them public, consensual access to galleries, money for art pieces and even to collaborate with other artists on murals and the like.  The graffiti artist (use your finger to paint) who has the most money wins the town.

Age of Empires Gods:  You can use your hand to swipe through terrain and the map while building your castle, surrounding villages, economy and your war units with a simple point and press with your finger and thumb.  You can also embody and fight as special characters called Gods with special powers, as

would and will happen with Warcraft.  These are made by creating "Wonders". Again, the "wow" factor for this would be flying around and causing all kinds of mayhem.