Soul Minigame

* **Reaping - a touch based minigame, tap the souls as they appear before they disappear**.
* Summoning - Mic based? Make noise in a certain range of sound. Like Spectrobes.
* Summoning2 - Draw a symbol then tap the screen repeatedly.
* (This is for the first summoning if using the mic isn’t an option) Draw forth - Find the point of power on a map and tap on it. Spin a circle repeatedly to win once you find the point of power.
* **Guide the Soul - Guide a soul past obstacles with the gyroscope**

Magic Minigame

* **Glyph Carving - “Carve” Magic glyphs into stones to contain magic power. AKA trace glyphs on the screen.**
* Drawing Power - Drag orbs of power into a pouch at the bottom of the screen
* Guide the lines of magic - (Gyroscope minigame?) guide the magic to a certain point by rotating the phone in a certain direction. (Turn left by rotating left, turn right by rotating right.)
* Evocation - Match symbols to each other (Memory)
* **Brewing - Brew concentrated magic potions. Preform steps by sliding, tapping, or spinning the potion (Think the Harry Potter AR potion mixing minigame) / mastermind**

Mentor explaining minigames

“Now to grow your monsters, you’ll need something they’ll like.”

“Normally plants like water and sunlight. But monster plants are different.”

“For that seed there, you’ll need flesh. So let’s go…. Shopping.”

“We’re taking a trip to the morgue. Some pieces of bodies are thrown out, and we’re going to collect some.”

“We don’t have to worry about guards, but there are other necromancers waiting to get some parts. So we have some rules.”

“Because of these rules, some have started calling these games. Or if you’re really creative, minigames.”

“We have a lot of ways to gather resources, but in order to thin the herd of unworthy necromancers, we make rules for most ways of gathering resources.”

“Besides, doing some of those ‘minigames’ too long could lead to some…. Uncomfortable situations.”

* Glyph Carving - “Now to gather magic, you’ll be carving glyphs into some stones. You don’t need to use any magic for this, you just carve. The glyphs hold magic power if they’re carved correctly, and can be extracted if they’re of a high enough quality.”
* Drawing Power - “Summon orbs of purified magic into your possession. Get as many as you can while your spell holds. This practice can be beneficial or detrimental if you’re not good at it at first. Just get more power than you spend.”
* Guide the lines of magic - “You know about ley lines? In this magic gathering practice, you want to guide a ley line towards you. The ley line will only diverge temporarily and has some obstacles it must overcome. So you need to guide it.”
* Summoning - “Bring forth souls from the other side. We must use them to raise our monsters. Don’t worry though, think of it as recycling, they don’t think or do anything, so we’re using them rather than letting them sit around and gather dust.”
* Draw Forth - “Find the weak point between our world and the other side and cut it open to harvest some souls. The more force you put into opening it, the more souls you can harvest.”
* Reaping - “Grab the souls as they appear. The more you grab, the more souls you get.”
* Butcher - “Clean up our local butchers shop. Doesn’t seem glorious, but we get blood and flesh, and he gets a clean shop to work in. Win-win.”

Soul wrangler - trap souls with spongebob net catch them if you can you've got to be quicker than that.

Connect the dots -