

Title

Fanged Gladiators

Genre

Adventure/RPG/pet-raising simulation/combat simulation(??)

High Concept

Capture, raise, and train monsters to use as mounts in order to battle through numerous colosseum fights on your journey to riches and glory.

Goal

Gather enough fame and gold to travel to the capitol to battle and defeat the champion of the Emperor's Colosseum

Summary

You live in a world where the highest esteemed sport is a brutal game of death, fought one on one against other gladiators to please the masses. It's your dream to become the most well known gladiator in the land and to do so you must battle through the colosseum ranks, obtaining wealth, skills, and fame along the way.

You start by creating your character from one of 3 races. Each race begins in a different starting location and with an advantage in different aspects of the game. If you choose to create a Belgoth, you start in a small city located in a wooded area. Belgoths are a rough woodland people, adept at hunting and trapping. This race is better at capturing monsters used for combat. If you choose to begin as a Tulian, you begin in a small peaceful farming town. Mostly made up of farmers and sheperds, you naturally start out as a better breeder. Lastly, you can choose to become a Tyr, a small warrior race of the north. Here you start in a small war camp in the icy plains. Tyrs excel at combat more than any other.

Adventure/RPG portion

Once you choose your race/starting location, you embark on your journey. Combat in the colosseum is all done by warriors riding creatures of the land so your first task is to find a trusty steed to enter battle with. While getting tips from various NPCs referring to the location of numerous creatures, you set out to capture one to use as your mount for the colosseum. Using a 2d world map, you guide your character from place to place exploring caves, plains, and wilderness in order to find the best mount. When you're wandering around the world map you'll be faced with random encounters, much like a typical RPG. You may capture any monster you encounter, however, more powerful mounts will be found in the rougher areas, most likely marked by a point of interest on the world map. When you enter a point of interest on the 2d overmap you're taken to a 3d dungeon type setting. While walking through the "dungeon," monsters will no longer be random encounters but will appear on the dungeon screen walking around so that you can avoid or engage at your own leisure. Once you see a monster you'd like to capture, you engage the monster, subdue it by getting it's health low, and then bait it using its favorite food or objects. Bait can either be purchased from town or taken from defeated monsters. Once you've captured a monster, it automatically returns to your stable where you can raise it which I will get to in a bit. Now there are benefits to simply fighting and defeating monsters on your own. Your character will gain levels and skills apart from the creatures you keep. This will allow you to engage and capture tougher mounts or even give you skills to use while you fight in the colosseum. All battles in this mode will be fought in typical turn based RPG style combat. Once you're satisfied with you're adventuring, you return home and begin to train your mount for the colosseum.

Pet simulation portion

Now that you have a wild monster, you must train him for battle. Each creature will have 5 stats.

Attack, Defense, Speed, Maneuverability, and Synergy. The first 4 stats are self explanatory. The final stat, Synergy, encompasses how well you work together with your mount. High synergy means that your captured monster will learn faster and train harder. With a near perfect synergy you could have mounts and gladiators even gain team attacks utilizing both their skills. Contrarily, poor synergy could result in slow learning, mounts ignoring their masters commands, or at worst, bucking them in the heat of battle. It's in a gladiator's best interests to spend a plenty of time training their mounts in order to bring them to their maximum potential. In the training phase, gladiators are able to utilize a wide variety of training methods to strengthen their mounts, whether it be to learn new techniques or to increase an individual stat. When training you must choose carefully, however. Every creature has a different potential. For example, it wouldn't be wise to train a slow strong creature in maneuverability or a quick fast one in defense. You can't train a creature indefinitely. While training, every creature has a set amount of fatigue. Tougher creatures can naturally endure more training while the more fragile creatures can only take a bit before tiring. Once a creature runs out of "fatigue" it must rest for a set period of time before it can be trained again or mounted in a colosseum. Once the mount is geared up and ready to go we move on to the Colosseum itself.

Action/Combat Simulation Portion and the Colosseum

Any time a player is ready he may approach the local colosseum. It would seem like it would be easy for a player to simply train and train and then attack the best of the best, but much like a real sport, you have to prove yourself in the minors before you get to the majors. Upon entering an arena, you're presented with a list of contenders ranked from highest to lowest, highest being the champion of the colosseum and lowest being the weakest of the bunch. Upon entering the first colosseum you start with a fame rating of 0. As you defeat foes and move up the ranks you accumulate fame and gold. Each opponent has a minimum amount of fame required to challenge him. It's your goal to climb to the top of the colosseum ladder and become the champion. Once you do this in your local colosseum, you unlock other colosseums until you eventually reach the Emperor's Colosseum to fight the strongest warriors in the land.

The actual colosseum combat will take place in a large arena which essentially be a large portion of landscape blocked off by magical barriers. All colosseum battles will be in real time. Players will control their respective mounts in these arenas and be able to walk, crawl, run, and fly around as they please while doing battle. This can either be done from a 3rd person perspective or a 1st person perspective. A player will have access to all of his mounts attacks and techniques as well as any techniques the gladiator himself have gained. Gladiators will fight until one is defeated. Both gladiators and mounts have a certain amount of hit points. While riding a mount, the gladiator himself is unable to be hit. In order for the gladiator to be defeated he must be removed from his mount or the mount must be defeated thus throwing him off. When a mount is lost the battle isn't over though. It may be hard for a man to stand up to a gladiator still on his beast but not impossible. Only when a gladiator's health is depleted will a match be over. When the match is complete, if you are victorious you will be awarded fame and gold. If you are defeated your fame will be reduced and you may have to combat a lower tier enemy in order to meet the fame requirement to challenge your opponent again. After every match the player will have the option to fight another match, adventure further into the world to find new mounts or gain strength, or return to his stable.

Balance of time

As time passes in the world around you it also effects the parts of the game. You must balance your participation in all three modes equally or you'll suffer. If you neglect adventuring and capturing new mounts, your creatures will eventually reach their maximum potential and your gladiator will not gain any levels so your advancement will halt. If you neglect training and breeding your mount will get lazy and atrophy, possibly get restless and even break free. If you neglect the colosseum, well you simply won't advance in the game as this is your key goal. If you idle in one spot long enough in a colosseum ladder you may also be met by a challenger for your spot. If this happens you'll have to fight in order to maintain your rank and fame. As you can see,

it pays to take part in each task in the most balanced manner in order to proceed through the game in the most effective way.

Success & Failure Conditions

The player wins the game when he successfully wins the final battle against the Champion of the Emperor's Colosseum. The player is only truly defeated when he dies adventuring and searching for new mounts. He then must reload. Losing a colosseum match only results in a loss of fame and perhaps some other penalties yet to be named.

Carrot Says:

Title: Fanged Gladiators

Written by: GetThere1Time

Week 3

High Concept: The High Concept more or less captures the key points of *Fanged Gladiators*, but it could use some word-wrangling to make it a smoother read. I suggest revising it while keeping the content mostly in tact.

Critique: This is a really neat idea, I'm especially a sucker for the pet raising aspect of the game, something about raising creatures with the aim of battling them to a bloody death that gets me every time. The biggest thing that I'm worried about is that this game will get far too complicated what with no less than three completely separate and full-fledged games crammed into one package. Think about it like this; *Fanged Gladiators* has a really cool pet-sim aspect to it and fans of that genre easily identify with it and have much fun, but then in order to proceed with the *actual* game, they must enter arena combat more akin to the *God of War* games (or more aptly, the unreleased *Golden Axe* game, which features a lot of combat atop beasts). The more conflicting genres a game has (as opposed to complimenting genres, like the Action-Adventure), the harder time it is going to have finding a place in the market.

I still find the idea very interesting and would love to give the game a shot, though I'm a fan of all genres represented in *Fanged Gladiators* and I can see myself spending far too much time in any one aspect of the game. One thing I would like to see is more cross-integration between the genres represented.

Right now, all three genres feel like completely different games because they all have their own little areas where the game transitions from one set of commands to the other, there is a little integration, but really nothing significant. Being able to take the pet raising 'on the road', if you will, would be a major step in the right direction. The player should be allowed to perform a stable of the pet-sim features wherever they are, sure they may have more options available to them in the designated area, but they should still be able to do some of the more simple functions while exploring the world. Also, all of the

battle functions should be the same regardless of what 'genre' the player is currently in, this would help minimize confusion.

The presentation needs a lot more work before it can be considered for an enjoyable read what with numerous grammar and spelling mistakes that mar the Treatment more than anything else, though the 'wall of text' syndrome tries to take the top spot. Paragraphs could do to be broken up more; which would help the overall flow.

I really like this game idea and I could definitely see myself investing many hours into it if it is done well.

Fun: A-

Presentation: C-

Originality: B