**Cadabolg GDD (Game Design Document)**

Project Alias: Cadabolg

Release Name: Pending Decision

Genre: Action/RPG

Platform: PC/PSN/PSP

Developer(s): K4SM

Publisher(s): Pending Release

**Modes**

Story Mode

This mode follows the story of Decius, an Actor, who takes part in the Tournament of the Seven Heroes in order to earn his freedom from the Empire. As the story progresses, Decius meets other Actors who are all competing for the title of Champion for different reasons.

Theatre Mode

This mode lets you create your own battle scenarios using a save file of the game. Any crew can be assembled for this fight based on the game progress in the save file. The player can choose the battlefield, the order of monsters to fight, the frequency of enemy waves and special rules (e.g. no items, no magic etc.). Scenarios can be saved, played and shared amongst friends.

Online Mode

This mode uses the PSP’s Wi-Fi capability to play with friends. Both players select a party from their save files and fight in an arena of their choice. Rewards for winning include rare items that wouldn’t be found in Story Mode. Players can also choose to team up and fight against Abyssal monsters and reap rewards for all three parties. Players can also play through scenarios made in theatre mode.

**Controls**

PC

|  |  |  |
| --- | --- | --- |
| **Menu** | **Field** | **Battle** |
| Arrow Keys: Moves Cursor  A: None  X: Previous select  Z: Confirm select  S: None  Return: Exits Menu  Backspace: Quick Save  D: Cycle Left  C: Cycle Right | Arrow Keys: Move Leader  A: Dash  X: Cancel  Z: Confirm  S: Interact  Return: Open Menu  Backspace: Quick Save  D: Rotate Camera Left  C: Rotate Camera Right | Arrow Keys: Move Leader  A: Block  X: Ward  Z: Attack  S: Magic  Return: Pause  Backspace: Change Target  D: Ally 1  C: Ally 2 |

PSP/PSN/NGP

|  |  |  |
| --- | --- | --- |
| **Menu** | **Field** | **Battle** |
| D-Pad: Moves cursor  Analog Stick: Moves cursor  Triangle button: None  Circle button: Previous select  Cross button: Confirm select  Square button: None  Start button: Exits Menu  Select button: Auto Save  L button: Cycle Left  R button: Cycle Right | D-Pad: Move leader  Analog Stick: Move leader  Triangle button: Dash  Circle button: Cancel  Cross button: Confirm  Square button: Interact  Start button: Open Menu  Select button: Auto Save  L button: Rotate Camera Left  R button: Rotate Camera Right | D-Pad: Skills 1-4  Analog Stick: Move leader  Triangle button: Block  Circle button: Ward  Cross button: Attack  Square button: Magic  Start button: Pause  Select button: Change Target  L button: Ally 1  R button: Ally 2 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Battle (Specific Controls)** | | | |
| ∆ + L: Block A1  ∆ + R: Block A2 | ⃝ + L: Ward A1  ⃝ + R: Ward A2 | X + L: Attack w/ A1  X + R: Attack w/ A2 | □ + L: Magic w/ A1  □ + R: Magic w/ A2 |
| ∆ + D ↑: Block S1  ∆ + D→: Block S2  ∆ + D←: Block S3  ∆ + D↓: Block S4 | ⃝ + D↑: Ward S1  ⃝ + D→: Ward S2  ⃝ + D←: Ward S3  ⃝ + D↓: Ward S4 | X + D↑: Attack S1  X + D→: Attack S2  X + D←: Attack S3  X + D↓: Attack S4 | □ + D↑: Magic S1  □ + D→: Magic S2  □ + D←: Magic S3  □ + D↓: Magic S4 |
| ∆ + L + D ↑: Block S1 A1  ∆ + R + D ↑: Block S1 A2  ∆ + L + D →: Block S2 A1  ∆ + R + D →: Block S2 A2  ∆ + L + D ←: Block S3 A1  ∆ + R + D ←: Block S3 A2  ∆ + L + D ↓: Block S4 A1  ∆ + R + D ↓: Block S4 A2 | ⃝ + L + D ↑: Ward S1 A1  ⃝ + R + D ↑: Ward S1 A2  ⃝ + L + D →: Ward S2 A1  ⃝ + R + D →: Ward S2 A2  ⃝ + L + D ←: Ward S3 A1  ⃝ + R + D ←: Ward S3 A2  ⃝ + L + D ↓: Ward S4 A1  ⃝ + R +D ↓: Ward S4 A2 | X + L + D ↑: Attack S1 A1  X + R + D ↑: Attack S1 A2  X + L + D →: Attack S2 A1  X + R + D →: Attack S2 A2  X + L + D ←: Attack S3 A1  X + R + D ←: Attack S3 A2  X + L + D ↓: Attack S4 A1  X + R + D ↓: Attack S4 A2 | □ + L + D ↑: Magic S1 A1  □ + R + D ↑: Magic S1 A2  □ + L + D →: Magic S2 A1  □ + L + D →: Magic S2 A2  □ + R + D ←: Magic S3 A1  □ + L + D ←: Magic S3 A2  □ + R + D ↓: Magic S4 A1  □ + L + D ↓: Magic S4 A2 |
| X + L + R + D ↑: Union S1 A1 A2  X + L + R + D →: Union S2 A1 A2  X + L + R + D ←: Union S3 A1 A2  X + L + R + D ↓: Union S4 A1 A2 | | □ + L + R + D ↑: Fusion S1 A1 A2  □ + L + R + D →: Fusion S2 A1 A2  □ + L + R + D ←: Fusion S3 A1 A2  □ + L + R + D ↓: Fusion S4 A1 A2 | |

**Characters (The Cast)**

There are various allies that will support you in battle. They are of four kinds: Humans, Monsters, Golems and Heroes. In Story Mode, Decius can be assisted by two allies in battle and have a maximum of 20 members as The Cast. After Story Mode is beaten, the player can assemble a party of three members for any battle and have a maximum of 30 members.

**Humans**

Humans make up the majority of your Cast. Many of these human Actors are either prisoners of war forced to fight to earn their freedom or citizens of the Empire looking for a chance to become rich and famous at the Circus Maximus. Humans are able to equip weapons, clothing and accessories to supplement their inherent strength. Humans are also able to draw out the “memories” of these items and thereby learn skills from their equipment. Human Actors can be recruited through The Agent for a price. Each Human Actor is differentiated by two main characteristics: Gender and Archetype.

Gender refers to whether an Actor is Male or Female. This effects the stat increases they receive at the time of leveling up and some gender restrictions on the equipment an Actor wears, hence certain skills can only be learned exclusively by either male or female Actors. In addition, certain enemies may target Actors of one gender over another, so it is important to assemble your Party carefully for each battle.

Archetype refers to the Actor’s method of combat. It determines what kind of equipment your Actor can wear and hence what skills he or she learns. There are five main archetypes: Tank, Rogue, Mule, Caster and Healer. The Tank specializes in utilizing many different weapons in close-combat and also functions as a meat shield for weaker Actors. The Rogue can land multiple hits per attack and draw the attention of enemies to lure them into traps or flank them. The Mule can use items with greater potency and has extra inventory space to carry these items. The Caster uses offensive magic and debuffs to overwhelm enemies. The Healer uses recovery magic and buffs to support allies.

Upon reaching level 25, a human Actor can opt to have a sub-archetype (e.g. Main: Tank, Sub: Caster). This allows the Actor to wear the equipment of both archetypes, hence learning most of the skills of the sub-archetype (some skills are main archetype exclusive). In addition, the Actor’s stat increases at level up change.

As mentioned before, Human Actors acquire skills from their weapons, clothing and accessories. They acquire Dynamic skills from weapons, Passive skills from clothing and Auto skills from accessories. When they have a certain item equipped they can use the skill associated with the item. To have the skill committed to the Actor’s memory, the Actor must earn a specified amount of EXP while having the item equipped. If the item is unequipped while learning the skill at any point, the amount of EXP earned for that skill is noted in the Actor’s memory and it will resume earning EXP

Skills

Equipment based

150 memory blocks

**Monsters**

Monsters are the fearsome beasts and beings that Actors frequently face in combat at the Circus Maximus. Although they are unable to equip weapons, clothing, accessories or parts, they have the raw strength that is greater than both Humans and Golems. These creatures are captured and brought to the Circus Maximus from all over the Empire. Monsters can be recruited to assist Actors through The Tamer for a price. In addition, the Actor must have killed at least one of the monster’s own kind as proof that he/she is capable of controlling it. According to Imperial Zoological Society, all monsters belong to one or more of the following genus:

The Humanoid genus has monsters that are typically bipedal and have the intelligence to work in groups and create weapons for hunting. They are balanced in all attributes and can

The Beast genus has monsters that are mutations of regular fauna.

The Elemental genus has monsters that are personified forces of nature. They typically appear in swarms. These monsters have a high resistance to all magic, except for their weakness.

The Dragon genus has serpentine monsters that

The Fiend genus has demonic creatures from the underworld that wield powerful forgotten magic.

The Fey genus consists of magical beings that exist between the real and imaginary. They typically appear in swarms.

The Specter genus consists of ethereal beings who wish to take their vengeance upon the living. They typically appear in swarms.

The Nature genus consists of sentient flora that sees humanity as their enemy.

The Abyssal genus have monsters of the great beyond. They have attributes surpassing those of other genus.

Once a monster reaches level 25, it can become a hybrid resulting in a sub-genus. This would change their level up stat increases and give them access to the genetic skill tree of the new genus.

The elemental affinities of monsters can be changed by feeding them ecrys.

Skills Learning

Genetic Trees

75 memory blocks

**Golems**

Golems are complex mechanical beings developed by Imperial engineers over 30 years ago to assist in the war effort. They are now mass produced in a number of generic model types for multi-purpose use by Imperial citizens. In the Circus Maximus, they are used by veteran Actors to fight alongside them in battles and by the Imperial Guards for security measures. Golems can be commissioned from The Engineer for a price. Golems can be customized by equipping different parts and by programming its AI.

Golems consist of three main customizable parts: Torso, Arm, and Leg. Arms function as weapons. Legs function as its mobility.

Can equip parts.

Draws complete attention of the enemy.

Second main character with customizable AI.

Models

Homunculus: Made in the shape of a diminutive human

Marionette: Can be controlled by strings by leader -> changes leader’s abilities

Frankenstein: Composed of organic parts

Mandrake: Has a root conduit, which is used to transfer energy

Colossus

Doppelganger

Voodoo Doll

Clockworker

Machina ex Deus

Skill Learning

Mimicry

300 memory blocks

**Heroes**

Can wear any kind of equipment (gender rules still apply).

Learn skills from equipment instantly at EXP cost.

Learn custom skills from genetic skills trees.

Can change elemental affinity at EXP cost.

AI can be custom built.

Hero units surpass all other units in attributes, but are few in number and can only be gained through story line events. Depending on the player’s choices during the story, some heroes will join the party while others will oppose the party. Like humans, they are able to wear equipment and learn skills from them. In addition, Hero units can choose to sacrifice some XP to learn a skill from a piece of equipment immediately. Like Monsters, they can learn custom skills from genetic trees. In addition, they can change their elemental affinities at a set XP cost. Like Golems, their AI can be completely custom built. In addition,

**Elements**

Light (LT)

Air (AR)

Water (WT)

Wood (WD)

Metal (MT)

Fire (FR)

Electricity (EL)

Dark (DK)

Below is a table detailing the relationships between different elemental affinities (0 = Weak, 1 = Mild, 2 = Strong, 3 = Super Effective):

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **LT** | **AR** | **WT** | **WD** | **MT** | **FR** | **EL** | **DK** |
| **LT** | 0 | 1 | 1 | 1 | 2 | 2 | 2 | 3 |
| **AR** | 1 | 0 | 1 | 1 | 2 | 2 | 3 | 2 |
| **WT** | 1 | 1 | 0 | 1 | 2 | 3 | 2 | 2 |
| **WD** | 1 | 1 | 1 | 0 | 3 | 2 | 2 | 2 |
| **MT** | 2 | 2 | 2 | 3 | 0 | 1 | 1 | 1 |
| **FR** | 2 | 2 | 3 | 2 | 1 | 0 | 1 | 1 |
| **EL** | 2 | 3 | 2 | 2 | 1 | 1 | 0 | 1 |
| **DK** | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |

**Base Attributes**

Level (LVL) is a modular figure that increments when EXP reaches a predetermined amount. The amount of EXP required for to increase one’s LVL depends on the units’ type, attributes and skills.

Experience (EXP) is a figure that increments when a mission is complete or an achievement has been reached by a certain actor or a group of actors. If the battle was completed by a group, the EXP earned is equally divided amongst the group members. To prevent grinding in battles, EXP is based on the following function:



Health (HP) is an attribute that determines how much damage an actor can take before acquiring the status effect Death. HP can be restored using skills, items or the “Regenerate” and “Nature Balm” buffs.

Mana (MP) is an attribute that determines what Dynamic skills can be used. Every time a Dynamic skill is used its cost will be deducted from the amount of MP remaining. MP can be restored using skills, items or the “Invigorate” and “Nature Balm” buffs.

Attack (ATK) is an attribute that determines the strength of physical abilities.

Defense (DEF) is an attribute that determines

Speed (SPD) is an attribute that

Magic (MAG) is an attribute

Resistance (RES) is an attribute

Potency (POT) is an attribute that determines how effectively an

Immunity (IMM) is an attribute that determines the

Memory Blocks (MB) is an attribute that

**Derived Attributes**

Physical Damage:

Elemental Damage:

Accuracy:

Infection:

**Weapons**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Edged** | **Blunt** | **Piercing** |
| Gloves  (IWG) | Claws  (Near) | Knuckles  (Near) | X |
| Knives (IWK) | Dirk  (Near) | X | Dagger  (Near) |
| Staves (IWY) | X | Clubs  (Near) | Canes  (Near) |
| Axes (IWA) | Axes  (Mid) | Hammers  (Mid) | X |
| Swords  (IWS) | Blades  (Mid) | X | Rapiers  (Mid) |
| Scythes  (IWU) | (Mid/Far) |  |  |
| Zwei  (IWZ) | (Far) |  |  |
| Flails  (IWF) |  | (Far) |  |
| Spears |  | (Mid) | (Far) |
| Bows |  |  |  |

Knives (IWK)

Swords (IWS)

Axes (IWA)

Spears (IWT)

Staves (IWY)

Knuckles (IWG)

Flails (IWF)

Sickles (IWU)

Astras (IWZ)

**Clothing**

Hats (ICH)

Helm (ICO)

Light Armor (ICL)

Heavy Armor (ICA)

Shoes (ICS)

Boots (ICB)

Limb Guards (ICG)

Shields (ICT)

Exormor (ICE)

**Accessory**

Rings (IAR)

Pendants (IAP)

Ornaments (IAO)

Belts (IAB)

Cloaks (IAC)

**Parts**

Weapons (IPW)

Sensors (IPS)

**Manuals**

Dynamic (IMD)

Passive (IMP)

Auto (IMA)

Junction (IMJ)

**Expendables**

**Skills**

Hence, there must be a minimum of 1 skill per character before going into battle Although there are differences in how allies learn them, skills can be generalized into four types: Active, Passive, Auto and Junction. Active skills are that can either damage/heal/buff/debuff self/ally/enemy. Passive skills boost stats, improve abilities (adding Poison, Paralysis etc.) and change elemental affinities of self/allies. Auto skills activate from the start of the battle and recur over a defined time interval (e.g. Auto Heal recurs every 20 seconds). Junction skills are performed with allies. Although these are difficult to pull off, they are among the most powerful skills in the game.

Dynamic

Attack: Offensive physical ability (depends on ATK/SPD)

Block: Defensive physical ability (depends on DEF/SPD)

Magic: Offensive magical ability (depends on MAG/POT)

Ward: Defensive magical ability (depends on RES/IMM)

Passive

Boost: Increases attributes proportionately

Resist: Increases resistance to elements and status effects

Growth: Skills that improve stat, or EXP gains

Auto

Buff/Debuff: Buffs oneself periodically

Regen/Invig: Heals/Invigorates oneself periodically

Counters: Reaction to physical hits

Reflects: Reaction to magic hits

Junction

Melee:

Fusion:

Astra: Special skills that combine both physical and magical abilities to render devastating damage upon the enemy. They come in the form of weapons but are only activated by a special incantation. This is a junction skill, and so two of the three characters will be charging for the attack for a predetermined amount of time. This will make them vulnerable, so hold out for their sake.

Magic can be multi-targeted, but the power is a fraction of what it

Table 1: Dynamic Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Type** | **Element** | **Target** | **Description** |
| Stone Throw | Attack |  |  | Throw a stone in a line |
| First Aid | Magic |  |  | Recover X% HP and removes one debuff. |
| Light Arrow | Magic | Light | Enemy | Arrow of light hits enemy. Low damage. Hard to avoid. |
| Air Arrow | Magic | Air | Enemy | Arrow of air hits enemy. Low damage. Hard to avoid. |
| Water Arrow | Magic | Water | Enemy | Arrow of water hit enemy. Low damage. Hard to avoid. |
| Wood Arrow | Magic | Wood | Enemy |  |
| Metal Arrow | Magic | Metal | Enemy |  |
| Fire Arrow | Magic | Fire | Enemy |  |
| Elec Arrow | Magic | Elec | Enemy |  |
| Dark Arrow | Magic | Dark | Enemy |  |
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Table 2: Passive Skills

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Target** | **Description** |
| Fortitude | Boost | Self | +10% HP |
| Mettle | Boost | Self | +25% HP |
| Vigor | Boost | Self | +50% HP |
| Wit | Boost | Self | +10% MP |
| Acumen | Boost | Self | +25% MP |
| Sagacity | Boost | Self | +50% MP |
|  | Boost | Self | +10% ATK |
| Aggression | Boost | Self | +20% ATK |
| Onslaught | Boost | Self | +30% ATK |
| Defensive | Boost | Self | +10% DEF |
|  | Boost | Self | +20% DEF |
|  | Boost | Self | +30% DEF |
| Nimble | Boost | Self | +10% SPD |
|  | Boost | Self | +20% SPD |
|  | Boost | Self | +30% SPD |
|  | Boost | Self | +10% MAG |
|  | Boost | Self | +20% MAG |
|  | Boost | Self | +30% MAG |
|  | Boost | Self | +10% RES |
|  | Boost | Self | +20% RES |
|  | Boost | Self | +30% RES |
|  | Boost | Self | +10% POT |
|  | Boost | Self | +20% POT |
|  | Boost | Self | +30% POT |
|  | Boost | Self | +10% IMM |
|  | Boost | Self | +20% IMM |
|  | Boost | Self | +30% IMM |
|  | Resist | Self | 25% chance SES “Poison” negated upon contraction |
|  | Resist | Self | 50% chance SES “Poison” negated upon contraction |
|  | Resist | Self | 75% chance SES “Poison” negated upon contraction |
|  | Resist | Self | 25% chance SES “Strain” negated upon contraction |
|  | Resist | Self | 50% chance SES “Strain” negated upon contraction |
|  | Resist | Self | 75% chance SES “Strain” negated upon contraction |
|  | Resist | Self | 25% chance SES “Burn” negated upon contraction |
|  | Resist | Self | 50% chance SES “Burn” negated upon contraction |
|  | Resist | Self | 75% chance SES “Burn” negated upon contraction |
|  | Resist | Self | 25% chance SES “Stun” negated upon contraction |
|  | Resist | Self | 50% chance SES “Stun” negated upon contraction |
|  | Resist | Self | 75% chance SES “Stun” negated upon contraction |
|  | Resist | Self | 25% chance SES “Confusion” negated upon contraction |
|  | Resist | Self | 50% chance SES “Confusion” negated upon contraction |
|  | Resist | Self | 75% chance SES “Confusion” negated upon contraction |
|  | Resist | Self | 25% chance SES “Berserk” negated upon contraction |
|  | Resist | Self | 50% chance SES “Berserk” negated upon contraction |
|  | Resist | Self | 75% chance SES “Berserk” negated upon contraction |
|  | Resist | Self | 25% chance SES “Charm” negated upon contraction |
|  | Resist | Self | 50% chance SES “Charm” negated upon contraction |
|  | Resist | Self | 75% chance SES “Charm” negated upon contraction |
|  | Resist | Self | 25% chance SES “Sleep” negated upon contraction |
|  | Resist | Self | 50% chance SES “Sleep” negated upon contraction |
|  | Resist | Self | 75% chance SES “Sleep” negated upon contraction |
|  | Resist | Self | 25% chance SES “Blind” negated upon contraction |
|  | Resist | Self | 50% chance SES “Blind” negated upon contraction |
|  | Resist | Self | 75% chance SES “Blind” negated upon contraction |
|  | Resist | Self | 25% chance SES “Mute” negated upon contraction |
|  | Resist | Self | 50% chance SES “Mute” negated upon contraction |
|  | Resist | Self | 75% chance SES “Mute” negated upon contraction |
|  | Resist | Self | 25% chance SES “Curse” negated upon contraction |
|  | Resist | Self | 50% chance SES “Curse” negated upon contraction |
|  | Resist | Self | 75% chance SES “Curse” negated upon contraction |
|  | Resist | Self | 25% chance SES “Frozen” negated upon contraction |
|  | Resist | Self | 50% chance SES “Frozen” negated upon contraction |
|  | Resist | Self | 75% chance SES “Frozen” negated upon contraction |
|  | Resist | Self | 25% chance SES “Petrified” negated upon contraction |
|  | Resist | Self | 50% chance SES “Petrified” negated upon contraction |
|  | Resist | Self | 75% chance SES “Petrified” negated upon contraction |
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Table 3: Auto Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Type** | **Element** | **Target** | **Description** |
| Riastrad | Reaction | Dark | Self | At X% HP, attains 1 SES “Berserk” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Regenerate” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Invigorate” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Quickstep” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Invincibility” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Invinsibility” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Nature Balm” |
|  | Reaction |  | Self | At X% HP, attains 1 SES “Phoenix” |
|  | Reaction | Light | Self | At X% HP, attains 1 SES “Null Light” |
|  | Reaction | Air | Self | At X% HP, attains 1 SES “Null Air” |
|  | Reaction | Water | Self | At X% HP, attains 1 SES “Null Water” |
|  | Reaction | Wood | Self | At X% HP, attains 1 SES “Null Wood” |
|  | Reaction | Metal | Self | At X% HP, attains 1 SES “Null Metal” |
|  | Reaction | Fire | Self | At X% HP, attains 1 SES “Null Fire” |
|  | Reaction | Elec | Self | At X% HP, attains 1 SES “Null Elec” |
|  | Reaction | Dark | Self | At X% HP, attains 1 SES “Null Dark” |
|  |  |  | Self | At X% HP, attains 1 SES “ATK UP” |
|  |  |  | Self | At X% HP, attains 1 SES “DEF UP” |
|  |  |  | Self | At X% HP, attains 1 SES “SPD UP” |
|  |  |  | Self | At X% HP, attains 1 SES “MAG UP” |
|  |  |  | Self | At X% HP, attains 1 SES “RES UP” |
|  |  |  | Self | At X% HP, attains 1 SES “POT UP” |
|  |  |  | Self | At X% HP, attains 1 SES “IMM UP” |
|  |  |  |  | At X% HP, attains 1 SES “StatBlock” |
|  |  |  | Self | At X% MP, attains 1 SES “Berserk” |
|  |  |  | Self | At X% MP, attains 1 SES “Regenerate” |
|  |  |  | Self | At X% MP, attains 1 SES “Invigorate” |
|  |  |  | Self | At X% MP, attains 1 SES “Quickstep” |
|  |  |  | Self | At X% MP, attains 1 SES “Invincibility” |
|  |  |  | Self | At X% MP, attains 1 SES “Invinsibility” |
|  |  |  | Self | At X% MP, attains 1 SES “Nature Balm” |
|  |  |  | Self | At X% MP, attains 1 SES “Phoenix” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Light” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Air” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Water” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Wood” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Metal” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Fire” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Elec” |
|  |  |  | Self | At X% MP, attains 1 SES “Null Dark” |
|  |  |  | Self | At X% MP, attains 1 SES “ATK UP” |
|  |  |  | Self | At X% MP, attains 1 SES “DEF UP” |
|  |  |  | Self | At X% MP, attains 1 SES “SPD UP” |
|  |  |  | Self | At X% MP, attains 1 SES “MAG UP” |
|  |  |  | Self | At X% MP, attains 1 SES “RES UP” |
|  |  |  | Self | At X% MP, attains 1 SES “POT UP” |
|  |  |  | Self | At X% MP, attains 1 SES “IMM UP” |
|  |  |  | Self | At X% MP, attains 1 SES “StatBlock” |
|  |  |  | Self | At battle start, attains 1 SES “Berserk” |
|  |  |  |  | At battle start, attains 1 SES “Regenerate” |
|  |  |  |  | At battle start, attains 1 SES “Invigorate” |
|  |  |  |  | At battle start, attains 1 SES “Quickstep” |
|  |  |  |  | At battle start, attains 1 SES “Invincibility” |
|  |  |  |  | At battle start, attains 1 SES “Invinsibility” |
|  |  |  |  | At battle start, attains 1 SES “Nature Balm” |
|  |  |  |  | At battle start, attains 1 SES “Phoenix” |
|  |  |  |  | At battle start, attains 1 SES “Null Light” |
|  |  |  |  | At battle start, attains 1 SES “Null Air” |
|  |  |  |  | At battle start, attains 1 SES “Null Water” |
|  |  |  |  | At battle start, attains 1 SES “Null Wood” |
|  |  |  |  | At battle start, attains 1 SES “Null Metal” |
|  |  |  |  | At battle start, attains 1 SES “Null Fire” |
|  |  |  |  | At battle start, attains 1 SES “Null Elec” |
|  |  |  |  | At battle start, attains 1 SES “Null Dark” |
|  |  |  |  | At battle start, attains 1 SES “ATK UP” |
|  |  |  |  | At battle start, attains 1 SES “DEF UP” |
|  |  |  |  | At battle start, attains 1 SES “SPD UP” |
|  |  |  |  | At battle start, attains 1 SES “MAG UP” |
|  |  |  |  | At battle start, attains 1 SES “RES UP” |
|  |  |  |  | At battle start, attains 1 SES “POT UP” |
|  |  |  |  | At battle start, attains 1 SES “IMM UP” |
|  |  |  |  | At battle start, attains 1 SES “StatBlock” |
|  |  |  |  |  |
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Table 4: Junction Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Type** | **Element** | **Target** | **Description** |
| Indraastra | Astra | Elec | All Enemies | Shower of arrows from the sky. |
| Agniastra | Astra | Fire | All Enemies | Emit flames inextinguishable by normal means. |
| Varunastra | Astra | Water | All Enemies | Releases torrential volumes of water. |
| Nagastra | Astra | Dark | One Enemy | Unavoidable snake instant kills. |
| Nagapasha | Astra | Wood | All Enemies | Attains 3 SES “Poison”. |
| Vayvayastra | Astra | Air | All Enemies | Gale capable of lifting armies off the ground. |
| Suryastra | Astra | Light | All Enemies | Create dazzling light that dispels any darkness. |
| Mohini | Astra | Metal | All Battlers | Dispel any sort of sorcery in the vicinity. SES is reset. |
| Vajra | Astra | Elec | One Enemy | Single target struck by bolts of lightning. |
| Twashtar | Astra | Dark | All Enemies | Attains 1 SES “Berserk”. |
| Pramohana | Astra | Light | All Enemies | Attains 1 SES “Confusion” |
| Parvatastra | Astra | None | One Enemy | Mountain falls from the sky on target. |
| Brahmastra | Astra | None | All Enemies | Counters Astras. |
| Brahmasirsha | Astra | None | One Enemy | Capable of killing Dragon, Elemental and Fiend monsters. |
| Narayanastra | Astra | None | All Enemies | Discs rend through enemies. Damage = Enemy strength. |
| Vaishnavastra | Astra | None | One Enemy | Capable of killing Beasts, Nature and Fey monsters. |
| Pashupatastra | Astra | None | One Enemy | Capable of killing Humanoid, Spectre and Abyssal monsters. |

**Macros**

Macros are automated behaviors that can be used to customize the AI of any unit. Macros work alike the Gambit System from Final Fantasy XII. Macros consist of up to ten if-then statements of the following format:

|  |  |
| --- | --- |
| **IF** | **THEN** |
| Entity + Parameter + Condition | Action + Entity + Priority |

**Entities** are objects that interact with each other in the game (e.g. Ally, Enemy, Self)

**Parameters** are values attached to each object (e.g. HP, MP, EX)

**Condition** is the test that the parameter must undergo with the result of true/false (e.g. HP < 10%)

**Action** is an interaction between one or more objects (e.g. Attack, Defend, Retreat, Heal)

**Priority** determines which abilities are used/frequency of the action. Set at High/Medium/Low.

Macro Statement Combinations:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Entities** | **Parameters** | | **Conditions** | | | | **Actions** | **Priority** |
| Self  Ally  Allies  Enemy  Enemies | HP  MP  EX  ATK  DEF  SPD  MAG | RES  POT  IMM | <  =  >  ≤  ≥  ≈  ≠ | 0  10  20  30  40  50  60  70  80  90  100 | Calm  Regenerate  Invigorate  Temper  Barrier  Quick  Adrenaline  Nirvana | Panic  Toxic  Strain  Blight  Impair  Bind  Paralysis  Mute | Attack  Block  Magic  Ward  Item  Charge  Retreat | High  Medium  Low |
| Status | |

Any number of macros can be created, under the condition that they are under the unit’s MB limit. The MB cost of a macro is determined by the complexity of its commands. Macros can be exchanged between units so that the player doesn’t spend their time programming each unit specifically.

Macros can be executed and changed in the middle of battle from the menu screen at no cost.

Items

**Rasayana**

Ecrys

Elemental Crystals (called **Ecrys**) are the ingredients for recipes. Ecrys comes in eight forms corresponding to the eight elements. Ecrys serve as currency in The Gallows, as it is used to create items with the use of recipes.**Recipes** are instructions for creating items that specify that exact combinations of ecrys and items needed to create another item. When conversing with NPCs, there is the option to swap recipes. Once the MC gets to know an NPC better, they will offer better recipes to swap. The process of fusing ecrys to create items or fusing ecrys to upgrade equipment is known as **Rasayana**.Rasayana can be done from the main menu outside battle the key item “Dagda Cauldron” is obtained.

**Rasayana** is the art of discovering the hidden potential of matter. It is practiced by Alchemists, who can be found all around the Circus Maximus. Once the player obtains the key item “Dagda Cauldron”, he/she will be able to do Rasayana from the Main Menu.

The process involves the fusion/fission of ecrys to objects such as Weapons, Clothing, Accessories and Items. Choosing one of the categories opens the Development Chart (see right). The DevChart consists of octagons and squares. Octagons represent each type of item (eg. Weapons: Knives, Swords, Axes etc.). Selecting an octagon opens the type’s Research Mode. Squares represent

In **Research Mode**, the player can chose an item to upgrade/downgrade/create/recycle a weapon. Every item of the type corresponds to a node in the chart. Nodes are connected by paths, which can be opened by investing ecrys to research them.

This item corresponds with a node on the chart. To upgrade, the player selects a path from the node and the required ecrys to it. Investing ecrys into a weapon increases its stats. A viable strategy for the player would be to research multiple paths to boost different stats of the weapon. Once that path is complete, a new weapon will have been successfully researched. The player has the option to upgrade to that newly researched weapon or continue researching other paths. The more paths researched towards a weapon, the lower the upgrade/production cost.

Ecrys traps (in battle)  
Ecrys infusion -> Berserk State (think of consequence) (works on enemies)

Stock Market of Ecrys (2 Light = 5 Fire)

Willpower (Based on circumstances): Sheer force of will

**Battle Mechanics**

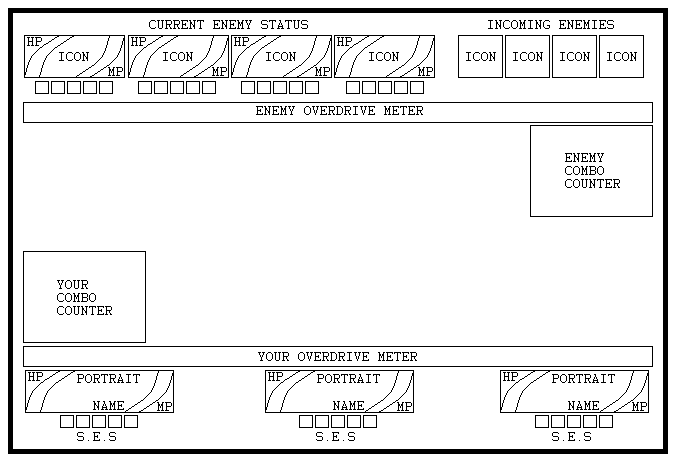


Figure 1: Battle Interface

Combo Count (C.C):

The C.C. is located to the left of the screen above the Player’s Overdrive Gauge and to the right of the screen below the Enemy’s Overdrive Gauge. The C.C. increments every uninterrupted hit to a single ally/enemy or group of allies/enemies. The higher the C.C. value the greater the Overdrive Gauge multiplier at the end of the combo. In addition, getting criticals and exploiting elemental weaknesses will add a bonus to the multiplier. The Multiplier functions under the following equation:



Overdrive Gauge:

The Overdrive Gauge is shared by the whole party. It fills up gradually over the course of the battle. Its progress can be sped up by the following:

1. High Party/Enemy C.C
2. High amount of damage dealt by Enemy/Ally
3. Enemy/Ally KO

The OG has tiers: I, II, III and MAX. Once these tiers are reached, the player can choose to use Junction abilities

Status Effect Slots (SES):

In battle, Actors have five status effect slots. At the beginning of every battle, every Actor has the status effect “None” on all five slots (under regular circumstances). They may acquire a status effect when targeted by a skill or an item. When a sixth status effect is acquired, it will become the first and the last will be dropped.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbr.** | **Description** | **Slots** |
| None | NON | No status effect. | 5 |
| Offense Up | PYU | Target base ATK/MAG/POT is increased by X%. | 4 |
| Defense Up | DEU | Target base DEF/RES/IMM is increased by X%. | 4 |
| SPD Up | SDU | Target base SPD is increased by X%. | 4 |
| Offense Down | ATD | Target’s base ATK/MAG/POT is reduced by X%. | 4 |
| Defense Down | DED | Target’s base DEF/RES/IMM is reduced by X%. | 4 |
| SPD Down | SDD | Target’s base SPD is reduced by X%. | 4 |
| Calm | CLM | Overdrive Gauge goes faster. | 3 |
| Panic | PNC | Overdrive Gauge goes slower. | 3 |
| Regenerate | REG | Target gains X% HP every Y seconds. | 3 |
| Invigorate | IVG | Target gains X% MP every Y seconds. | 3 |
| Invincibility | IVC | Target is immune to damage for X seconds. | 3 |
| Invisibility | IVS | Target evasion increased by X% | 3 |
| Blind | BLD | Target’s accuracy decreased by X%. | 3 |
| Poison | PSN | Target loses X% HP every Y seconds. | 3 |
| Strain | SRN | Target loses X% MP every Y seconds. | 3 |
| Null Phys | NPY | Target is not affected by next physical attack. | 1 |
| Null Magic | NMG | Target is not affected by next magical attack. | 1 |
| Mute | MUT | Target can’t use magical abilities. | 1 |
| No Arms | NAR | Target can’t use physical abilities. | 1 |
| No Legs | NLG | Target can’t move. | 1 |
| Phoenix | FNX | Auto-revives from Death | 1 |
| Stat Block | SBK | Neutralizes next buff/debuff. | 1 |
| Confusion | CFN | Target’s controls are jumbled. | 1 |
| Death | KO | Target’s HP hits 0. SES is reset. | 1 |

**Story**

**Setting**

The events take place in Luxaria, the Capital of the Dreich Empire. Luxaria houses The Games, the center of the

resemble Gladiators in Ancient Rome. They consist of variety of people: slaves from all parts of the Empire, experimental war machines, warriors that wish to test their strength during the lull of Imperial campaigns, citizens that are down on their luck or just wanting immortality through the immense prestige, fame and fortune that comes from becoming a champion.

are people that manage affairs of Actors.

**Plot**

Decius awakens from his slumber to find himself in a dimly lit hallway. From the darkness a voice asks him, “Why do you fight?” Decius replies that he fights for freedom. The voice chuckles and asks, “Freedom? In those shackles, you are freer than those outside will ever be.” Decius doesn’t reply. The gate at the end of the hall opens and light envelops Decius.

Decius awakens from his slumber to find himself in a dimly lit hallway.

Voice: Why do you fight?

Decius: I fight for my freedom.

Voice: Hahaha. You never change do you.

(Xanza steps out of the darkness)

Xanza: What will you do once you’ve earned it?

Decius:

From the darkness a voice asks him, “Why do you fight?” Decius replies that he fights for freedom. Xanza steps out of the darkness and says, “You haven’t changed. What will you do once you’ve earned it?” Decius replies “Reveal the truth, of course”

*Cadabolg* centers on the exploits of Decius Mus. It is structures like a Shakespearean play with five acts and a variable number of scenes per act.

**Act 1 (Exposition)**

Scene 1 (acs)

The story begins in a flash forward as Decius prepares for the final battle. Decius is questioned by a voice in the shadows about why he fights. At first, Decius is unable to reply. As the gates to the arena open and the cheers of the crowd meet him, he replies that he has too many and walks out into the light.

Scene 2

The story returns to Decius as a young Actor at Xanza’s Pit. Decius is pitted against ferocious monsters from all over the empire and challengers from other Pits. Decius is accompanied by two other Actors Volpin and Cato, both slaves who lost their homes to Imperial forces. They decide to work together in order to achieve their dreams at the Circus Maximus in the Imperial Capital.

Scene 3

The situation changes when Xanzainvites some guests from the Aristocracy to watch his Actors fight. The fights get out of control and it becomes likely that all three may die if they stay at The Pit any longer. Decius suggests that they make a run for it an head straight to the capital. However, they are caught when they try to escape and brought in front of Xanza and his guests for punishment. It turns out that Volpin had been working on Xanza’s behalf to prevent Decius from escaping.

Scene 4

Xanza proposes that the guests consider producing Decius, given that he is the strongest this Pit has to offer. One guest, Lucreiza, suggests that they see Decius fight to be sure of his worth. Decius is forced to duel against Cato. The winner is given the chance to go to the Circus Maximus. At first, Decius protests, but Cato promptly slashes at his left eye proving that he’s serious. The duel ends with Cato dying in Decius’ arms apologizing for his betrayal but at the same time cursing him, a man with no dreams or ambition for triumphing over him. This scene is met with a dissonant round of applause and standing ovation from the guests as if this were a play. Decius blacks out from blood loss.

Scene 5 (acs)

Decius wakes up chained to a metal bed. He hears Xanza and Lucreiza whisper over him about “risking something over a worthless good”. It eventually dawns to Decius that he is the “worthless good” and that they are about to perform an operation on him. Decius struggles by is restrained by nurses. Xanza comes over and gasses him. Decius collapses and sees a series of surreal visions before he blacks out.

Act 2 (Rising Action 1)

Decius awakens in a room, which is slightly bigger than his old cell. He deduces that he’s been moved to the Capital. He walks outside the room to find himself in the Circus Maximus, a sector of the Imperial Capital that has been devoted to the new imperial pastime: Arena Fighting.

Act 3 (Rising Action 2)

Act 4 (Climax)

Scene

Decius finishes his preparations for the final battle and walks down the dimly lit hallway to the arena. He is asked to stop by a voice in the shadows.

Scene

Act 5 (Resolution)

**Characters**

Decius (36): The protagonist. He was a general who is captured by imperial forces. As per imperial code, a POW has the choice of death or slavery. Decius choses slavery and is hired by Xanza who makes him a gladiator at the Games. He holds a deep grudge against the Empire, but slowly comes to terms with the fact that the war is over and that they are victors. Decius fights for his freedom in hopes to reunite with his family. Before he was captured, Decius lost one eye in a duel against Gareth. Xanza has this eye replaced with a mechanical “Scanner Eye” in order to give Decius an advantage in battle. This eye’s stillness and blood-red color earn Decius the name “Red-Eyed Executioner”.

Xanza (54): A retired commander of the imperial forces. He plans to enjoy his retirement in gala imperial fashion by buying a few estates of conquered enemy territory and buying a couple hundred slaves to do all the farming work for him. When he buys Decius, he realizes that it would be waste to have a military man as a mere servant. So, he decides to make him a gladiator as an investment. Xanza treats Decius as if they are old friends which insults Decius as the differences between master and slave is well established. As Decius’ popularity rises, so does Xanza’s status in social circles making him more and more influential.

Gareth (30): An imperial general whose outstanding performance in the last war has led to his promotion to being the emperor’s bodyguard. Gareth is privy to the emperor’s true emotions and finds himself questioning whether the

DeciusMus:

Decius is the primary protagonist of the story. His life as a slave Actor has left him cold, jaded and sarcastic to most people, but to those that know him he is an intelligent and strong (if a bit reckless) person. Due to a head injury, Decius doesn’t remember much of his past, but that doesn’t bother him too much as he is focused on surviving the ordeals of the present. At Xanza’s Pit, Decius befriends Volpin and Cato with whom he plans to go to the Circus Maximus with.

Decius begins having doubts about his purpose at the Circus Maximus.

Volpin

CatoDeteritus:

Cato is a cheerful, optimisticand young slave Actor at Xanza’s Pit. His greatest wish was to go to the Circus Maximus and earn enough wealth and fame to become one of the Aristocracy. Cato and Decius were good friends despite their polar personalities, but circumstances lead to them to fight each other to the death. As Cato dies, he reveals that he had wanted to become an Aristocrat not for the wealth and glory but to improve the lives of the Empire’s slaves and perhaps build to the road to their emancipation. Cato urges that Decius carry that burden for him moments before he loses consciousness and dies.

Xanza:

Xanza is Decius’ Agent who accompanies him to the Capital.

Lucreiza

Janus

Medea

Galatea

**Themes**

The Games are a form of entertainment much like television which will be its greatest metaphor.

**Other**

**Terminology**

Extras: Actors who appear in a nonspeaking capacity.Usually in the background.

Actors: People who have thrown away their lives for a chance of glory and fame at the Circus Maximus.

Agents: Person that finds jobs for actors, directors and writers. Make money by taking a percentage of the money the client is paid.

Pit: Small Arenas owned by Agents, Directors and Producers for the purpose of training Actors or

Writers:

Producers: Creates the conditions for making movies. Initiates, coordinates, supervises, controls matters such as raising, funding, hiring key personnel, arranging for distributors. Involved through all phases of the film making process.

Directors: Responsible for overseeing the creative aspects of a film, including controlling the content and flow of the film’s plot, directing the performance of the actors, organizing and selecting locations in which the film will be shot, and managing technical details such as the positioning of cameras, the use of lighting, and timing and content of the film’s soundtrack.

Circus Maximus: The greatest form of entertainment in Imperial history. Here glorious victories of the empire’s past are reenacted to their grittiest and goriest detail for audiences to savor. The Circus is an enormous building containing within it many arenas, amphitheaters, pools, saunas and shops. However, those are only the parts which are open to the public. Beneath the Circus Maximus is a complex mesh of mechanisms that run the whole show.

Aristocracy: The highest civilian class which is generally inherited through the imperial bloodline with the few exceptions of civilians

**Graphics**

Hardware Capabilities:

480 x 272 pixel vid playback w/ 16.77 million colors. Supports JPEG, Bitmap, PNG\* image formats.

Art Style

Interface

* Start Screen
* Main Menu
* Battle

**Sound**

Hardware Capabilities: Supports ATRAC, AAC, MP3, WMA, MIDI audio codecs.

Music Style

Soundtrack List