

# Gaius: Rise of Caesar

Open World Action-Combat Game

Designed by Christopher Woodcock





# GAME OVERVIEW

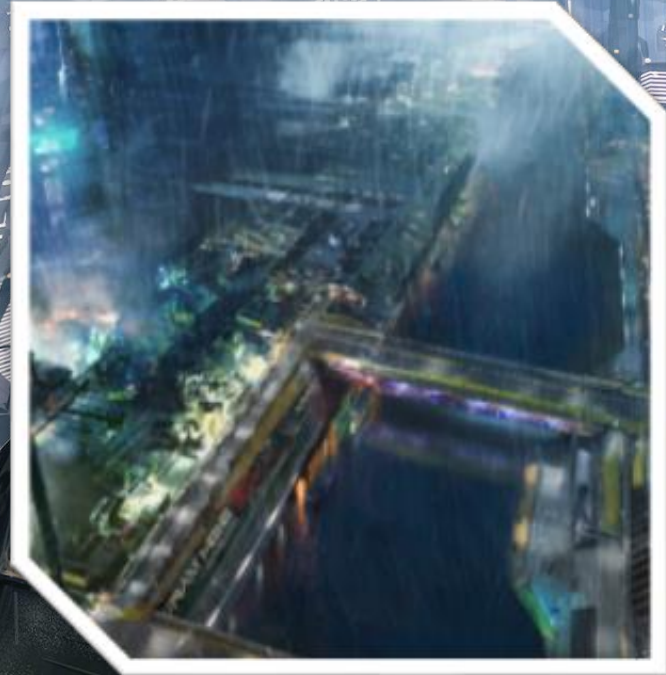
**Gaius: Rise of Caesar** is a new **Action Combat** Game set in a futuristic alternate-timeline Roman Empire at the height of their power.

Step into the double-life of **Gaius Julius**, a young Senator frustrated with the corrupt Status Quo, taking to the streets of New-Rome as a masked vigilante to fight the injustices that he cannot in the Senate.

Take part in the Political Intrigue of the Roman Senate Assembly, passing **Proclamations** that affect the lives of the Roman Citizens, and changing the game world.

Dive into the streets of the city to engage in pulse-pounding **Melee, Ranged, and Divine Power based combat, Upgrading & Augmenting your Weapons & Powers** to unleash the fury of the Gods upon those deserving of their Wrath.

Immerse yourself in an **Ever Changing & Evolving Open World Experience**, where the choices you make both as a Senator, and as a Vigilante out on the Streets, really matter and will shape how New-Rome develops over the course of the game.





# GAME DETAILS

**GENRE:** 3<sup>rd</sup> Person Open World Action-Combat

**PITCH:** Spider-Man meets Devil May Cry

**AUDIENCE:** 16 to 30+ with the focus on people who enjoy the **Excitement of Destruction**, the **Achievement of Power**, and the **Immersion of Sci-Fantasy**

**PLATFORM:** Releasing on PC, XBOX ONE, & PlayStation 5

- FEATURES:**
- A **Single-Player Campaign** set in Three Acts, each with Five Chapters
  - Explore an ever-changing **Open World**, in a unique blend of **Political Manoeuvring**, and **Action Combat** adventure
  - Use the **Senate Proclamation System** to alter the Open World, changing things like Events, Enemy Spawning, and even unlocking Secret Areas
  - Spend **Fate Cards** to increase the Challenge of the game, from Open World Events, Instanced Missions, and Boss Encounters
  - Defeat enemies using a **Highly Customizable Action Combat System** which uses a combination of **Weapons & Divine Powers**, upgrading & augmenting your arsenal in unique ways as the game progresses







# GAIUS JULIUS: ROMAN SENATOR

You are **Gaius Julius**, a decorated ex-military Centurion. After leaving the military you took up a new vocation as a **Senator** in the New-Roman Empire's Great Assembly.

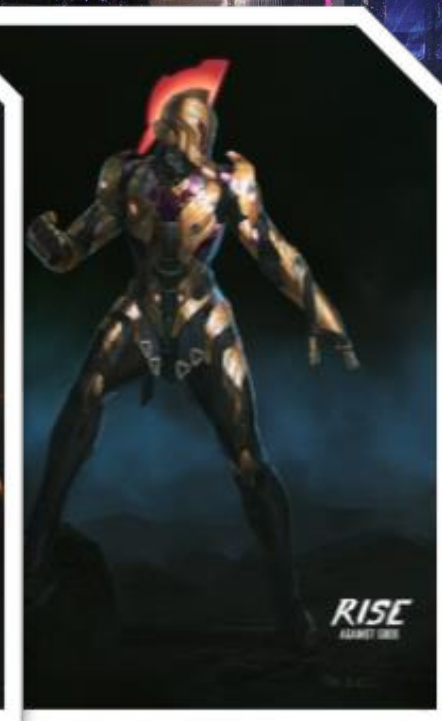
By day you and your fellow Senators rule over the city of New-Rome, passing city-changing **Proclamations** and bettering the lives of the people who live there.

By night, however... things change...

# MASKED VIGILANTE: THE DARK CENTURION

When the sun goes down, don your mask and become a **Vigilante**, taking to the streets as a **The Dark Centurion**, defending the downtrodden and cleaning up the criminal elements & rebellious factions who flout the law.

Can you meet your objectives, both Political & Personal without losing your Morals in the process... or ultimately, your life?





# COMBAT, WEAPONS, POWERS





# BASIC COMBAT MECHANICS

## WEAPON COMBAT

Throughout the game the player will use one weapon, **The Gladius**. Forged by the God **Vulcan**, it is the pinnacle of Roman weaponry and has a multitude of different uses & forms.

- Find, Purchase, and Craft **6 Different Weapon** forms, including Gladius & Spartha (Short-Sword & Shield), the Hasta (Spear), and the Pugio (Daggers).
- Upgrade & Customize The Gladius at the **Forge of Vulcan**, adding **Augments** to improve statistics like Damage & Attack Speed.

## DIVINE POWERS

Players will be able to tap into **10 Divine Powers** granted by The Gods, which come in the form of Nanobot Injections.

- Decimate foes using a variety of direct attack Powers, like the electrifying **Jupiter's Wrath**, or **Neptune's Crashing Wave**.
- Restore Health to weather the blows of your enemy using Powers like **Touch of Venus**.
- Divine Powers can be **Augmented** to change their uses, for example **Touch of Venus** can be altered from an instant-heal to a heal-over-time.





# THE GLADIUS

The **Gladius** is the pinnacle of Roman personal weaponry, consisting of an extendable Hilt which can project Nano-Tech Blades from either end, allowing it to be utilized in a variety of ways.

## WEAPON FORMS

By default, The Gladius takes the form of its namesake, a single-handed Short Sword for basic attacks, yet it can take on the form of five other weapons when those forms have been unlocked.

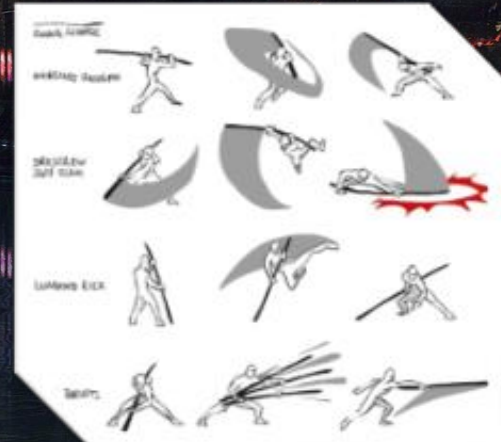
These include:

- The **Hasta** (Spear), for longer-range piercing attacks, keeping enemies at arms-length!
- The **Pugio** (Daggers), for swift & stealthy takedowns on unaware enemies!

## WEAPON COMBOS

Perform **Combo-Attacks** with The Gladius in its different forms to take down enemies faster.

- Use **Light-Attack**, **Heavy-Attack**, and **Special-Attack** buttons to create combos, with different forms altering the type of attacks done!
- Swap **Weapon Forms** in-between attacks to extend your combo counter and deal increasing damage!
- Throw your Gladius at the end of a combo for a finishing move, and then return to your hand, slicing through anything in the way!





# GLADIUS UPGRADES & AUGMENTS

The Gladius can be Upgraded & Augmented in two different ways at the Forge of Vulcan, allowing each Weapon form to be customized to player preferences:

## STEALING POWER

The Gladius grows in power the more enemies that are defeated, absorbing the Nano-Tech from their defeated bodies.

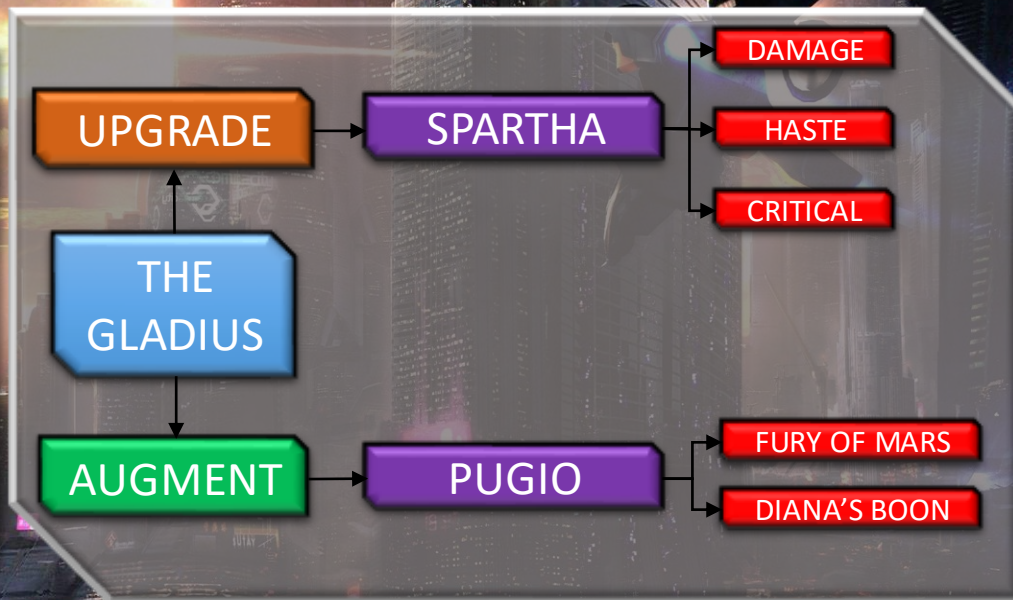
- **Slay** foes to **Steal** their Nano-Tech to power up your Gladius!
- **Upgrade & Augment** The Gladius with this stolen power!
- The more enemies slain during a Combo, the more power stolen!

## UPGRADES

The **Statistics** on the Gladius can be upgraded to help combat more difficult enemies.

For example, but not limited to:

- **Damage:** Increase the overall damage!
- **Haste:** Increases the Attack Speed!
- **Critical:** Increase the chance to Double the damage!



## AUGMENTS

**Augments** can be added to specific Weapon Forms, allowing them to do more than just deal damage.

For example, but not limited to:

- **Fury of Mars:** Upon kill increase damage for a limited time!
- **Diana's Boon:** Chance to fire multiple projectiles!



# DIVINE POWERS & AUGMENTS

There is no such thing as Magic. Technology, however, is almost as indistinguishable, and **Nano-Technology** is commonplace in New-Rome, and known to the masses as **Divine Powers** because of its resemblance to gifts the ancient Gods would bestow.

## GAINING POWERS

Due to the inherent danger they can pose, Divine Powers are not bestowed upon everybody. However, as **The Dark Centurion**, you have found a way to steal these powers and use them for your own vigilante justice.

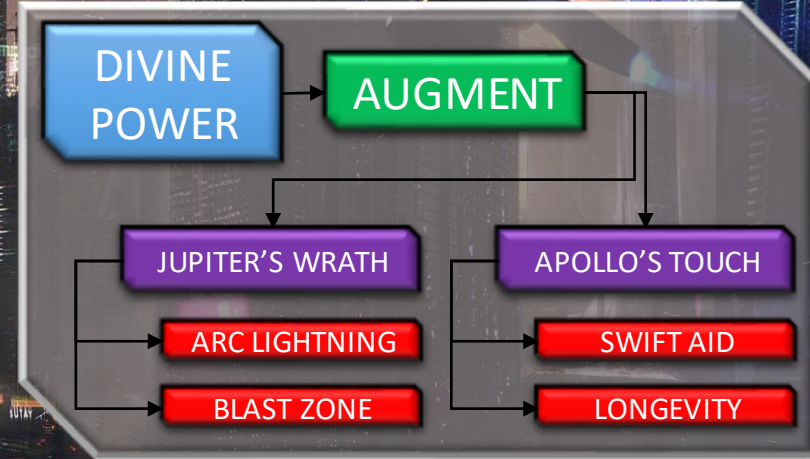
After defeating enemies, drain them of their Nano-Tech, enabling you to unlock Divine Powers of your own, then Augment them at the **Altar of Zeus**, increasing their potency or changing how they can be used.

## DIVINE POWER USES

Nano-Tech has been engineered to **Inflict Damage** or **Heal Injuries** in a variety of ways.

An example of this would be the **Jupiter's Wrath** power, where the user draws upon the static electricity built up by the user, converting it into powerful blasts of Lightning.

Alternatively, using powers like **Apollo's Touch** wounds can be mended in mere hours & minutes rather than days, and diseases cured with relative ease.



## POWER AUGMENTS

Using the Nano-Tech drained from defeated foes you can change how your Divine Powers function, allowing for greater flexibility in how they are used.

For example, **Jupiter's Wrath** can be changed from a medium-range single-target blast of Lightning to a close-range Area-of-Effect explosion.



The background of the entire image is a collage of futuristic cityscapes. At the top, there's a dark, moody scene with a tall, thin spire and a large, curved structure. Below this, a banner with the text "PROCLAMATIONS, FATES, AND OPEN WORLD" is centered. The bottom half of the image features two large, tilted, white-bordered frames. The left frame shows a dense, futuristic city with a river and a large, curved structure. The right frame shows a cityscape with a large, curved structure and a river. The overall theme is futuristic urban environments.

# PROCLAMATIONS, FATES, AND OPEN WORLD

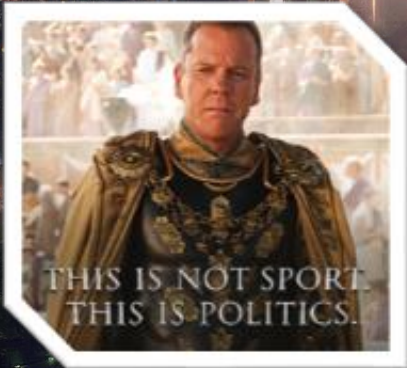


# PROCLAMATION SYSTEM



## PROCLAMATIONS

- As a Senator, **Gaius** can pass **Proclamations** in the Senate Assembly to change things in the **Open World**, shaping the city of New-Rome as the game progresses.
- Use your **Proclamations** to alter **Military Presence** on the Streets, unlock **New Events, Missions, and More!**



## SENATE FAVOR

- Earn **Favour** with your fellow Senators by engaging in **Branching Dialogue Conversations** to unlock new **Proclamations**, and other Rewards!
- Use your skills as a Senator to influence the other Senators into assisting you in passing your proposed **Proclamations!**

SENATE  
DIALOGUE

EARN  
FAVOR

PROPOSE  
PROCLAMATION

SENATE  
VOTE

PASS  
PROCLAMATION



# THE FATE SYSTEM



## FATE CARDS

Consult with the all-seeing **Oracles** to receive glimpses of the future in the form of **Fate Cards** that will change how you approach your vigilante missions.

- Hold up to **Five** Fate Cards at any one time.
- Up to **Three** Fate Cards can be applied to a singular Mission.
- Card Choices can be **Refreshed** on a time limit, allowing you to **Reroll** ones you do not wish to use.



## FACE YOUR FATE

While in Vigilante Missions you can choose to burn a Fate Card to increase the Challenge of the mission, but obtain greater rewards!

Fate Cards can possibly:

- Increase Enemy **Health & Damage!**
- Increase the **Quantity** of enemies!
- Add extra **Minibosses!**
- And **More!**



## REWARDS

When completing a Mission with active Fate Cards, an additional reward will be presented upon completion.

Rewards can include:

- Weapon **Augments!**
- Divine Power **Augments!**
- Increased **Favour!**
- New **Armour!**
- And **More!**



# NEW ROME: THE OPEN WORLD

The Roman Empire of the future has flourished into one of the worlds most respected and influential superpowers, with the city of New-Rome at its heart.

From its Neon-Spires down to the Grand Colosseum, the city is a shining beacon of progress within the Empire.



## DISCOVER A LIVING CITY

- Move using a **3<sup>rd</sup> person Camera & Controls**, exploring the streets of New-Rome and traversing the city quickly using the **Boots of Mercury**, allowing for **High-Jumping** and **Gliding**!
- Hitch rides on **Chariots** and other Vehicles to quickly move through the streets!
- Take part in **Open World Events** in different areas of the city, such as **Criminal Activity** to thwart, **Corrupt Legion Forces** to battle, and even **Festivals to the Gods**!
- Complete **Story Missions** out in the **Open World & Instanced Areas**, including fighting **Waves of Enemies** and defeating **Powerful Bosses**!



# SAMPLE FACTIONS

## THE GODS

**The Gods** are advanced A.I. Constructs that oversee the progression of the New Roman Empire, with the power to bestow **Divine Powers** upon Mortals.



## THE REBELLION

**The Rebellion** are citizens disillusioned with the opulence of the upper classes, and started a campaign against the Gods, seeking to take down what they see as corrupt.



## THE LEGION

**The Legion** are the inexhaustible might of the New-Roman Empire, yet are seen by the common citizenry as very indifferent to the lower classes.



# SAMPLE NPCs

## VULCAN

**Vulcan** is one of the God A.I. that control the various aspects of the Empire, primarily Creation, Construction, and Repair, overseeing all the forges in the Empire.



## THE ORACLES

**The Oracles** are rogue A.I. who split off from the God Network long ago, speaking to the people, providing predictions of the future, and inspiration to those who need it.



## SENATOR VENTURIUS

**Lucius Venturius** is a Senator in the Assembly, Mentor & Friend of Gaius Julius, counselling his young friend through the rigors of Roman Politics.







**THANK YOU FOR YOUR TIME!**

