

Summary

You have found the road to the mystical land of Shangri-La. The Player must and will pass 10 markers of Ancient La Valor bells. The bells will play with each pass and the player must beat them in order to get closer to the gates.



Call to Shangri-La

By Priscilla Esteves

Game Theme

It takes place on a hidden road in the ancient green and bright Kunlun Mountain Pass. This vast and harmonious valley is littered with immortal monks attending to their preservation of the land.

Win or Lose Conditions

Each player is given only 3 lives from the start of the game. If you lose all three lives before getting to the 10th and final round you will lose the game.

There are 10 rounds the player must go through in order to beat the game. If you mess up a round you will lose a life but still must complete the round.

When the game is won the gates of Shangri-La will open and the bells will all ring a song of valor for your efforts.



Feedback to Players

Remember the order the tunes are played because if you mess up the round you lose a life but still must try again

Mechanics

The player will be introduced to hanging bells. There will be tabs placed in front of the bells. In each round, the chimes will be playing a tune and the player must memorize the order in which each bell is played. When they have it memorized they must tap each tab in front of each bell in the order in which they rang. If they guess the right order by taping then they win and go to the next round. If they don't get it right they will lose a life and still have to complete the round. They will repeat the same rules each round but as they progress it will grow in difficulty.

