

QUEST FOR VALOR – Lower Vela Overworld

WORLD NAME: Kingdom of Xihandor

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Overview

After months of tireless search, Juno finally arrives at Lower Vela, the capital of the Kingdom of Xihandor. Upon her arrival, she notices that something is amiss in the poor and forgotten side of the royal town. The citizens are clearly scared of her and refuse to aid her in her quest to vanquish the Skeleton King. All, except one villager.

The frightened citizen explains that their Mayor was kidnapped by the Skeleton King's minions and it is up to Juno to help save him by defeating them. Doing so, earns her the townsfolk's trust and that in turn grants her access to a secret passage to the castle. This section will challenge players with platforming puzzles and by the end they will be able to reach the castle and face the Skeleton King once and for all.

Mission Walkthrough

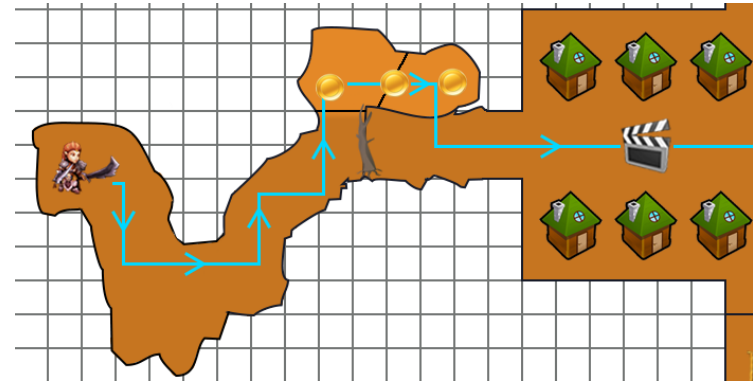
1. Player Start

Juno travels to Lower Vela and realizes the town is taken over by fear. She must find a way to enter the castle.

Difficulty: 2/10

Duration: 01:30

1. Walk through the Forest
2. Find a way to reach the Town
3. Search for a way to enter the Castle



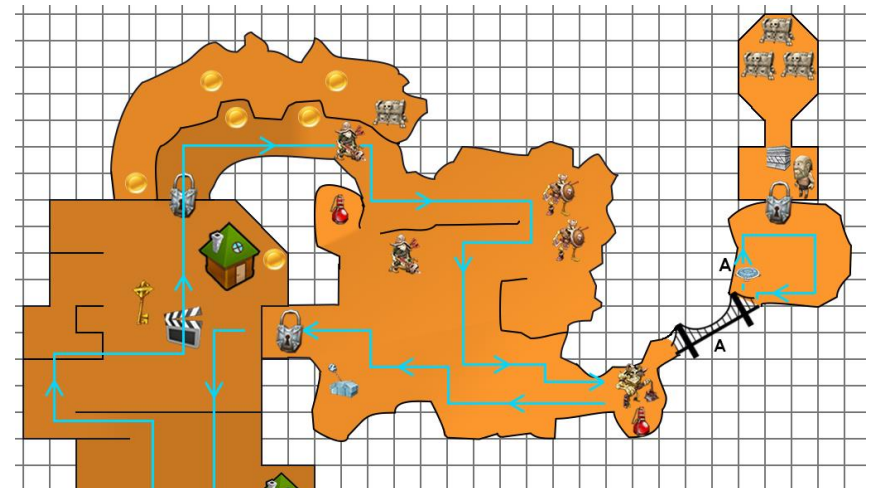
2. Rescue the Mayor

A villager appears to be willing to assist Juno in her quest, but first he asks for her assistance in rescuing their Mayor, who was kidnapped by the Skeleton King's Minions. Players must now rescue the mayor by entering the Graveyard, defeating them and reaching the Tomb of Beric. With the mayor now safe, the townsfolk begin to trust Juno and give her access to an abandoned mine that leads to a secret passage to the castle.

Difficulty: 5/10

Duration: 08:15

1. Talk to the Villager
2. Go to the Graveyard
3. Defeat all enemies to free the mayor
4. Go back to town and get the key to the Mines
5. Use the Elevator to reach the Mines



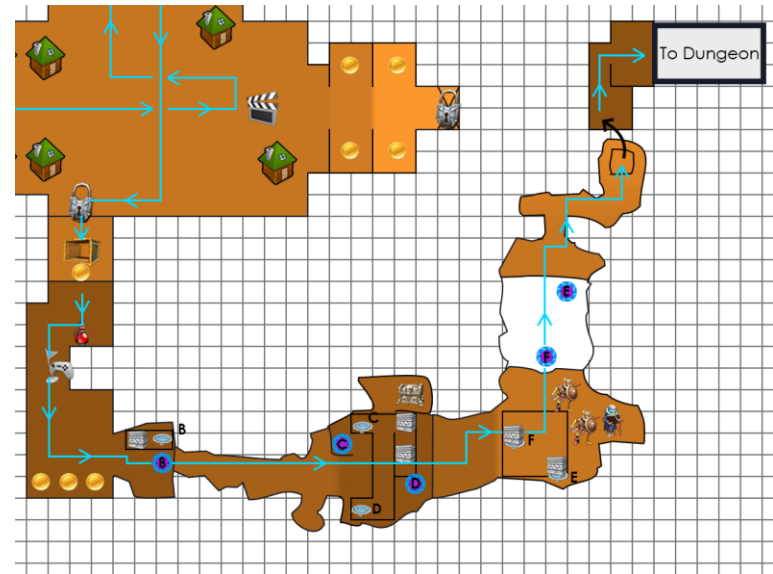
3. The Secret Passage

After using the elevator to reach the Mines, Juno must make her way through the mountainous path to reach the secret passage to the Castle. Players will be challenged here with a combination of platforming puzzles and enemies. The end of the path allows them to enter the Royal Castle Dungeon.

Difficulty: 4/10

Duration: 10:00

1. Use the blocks and pressure plates to advance through the platforming challenges
2. Reach the Royal Castle Dungeon



Layout Plan

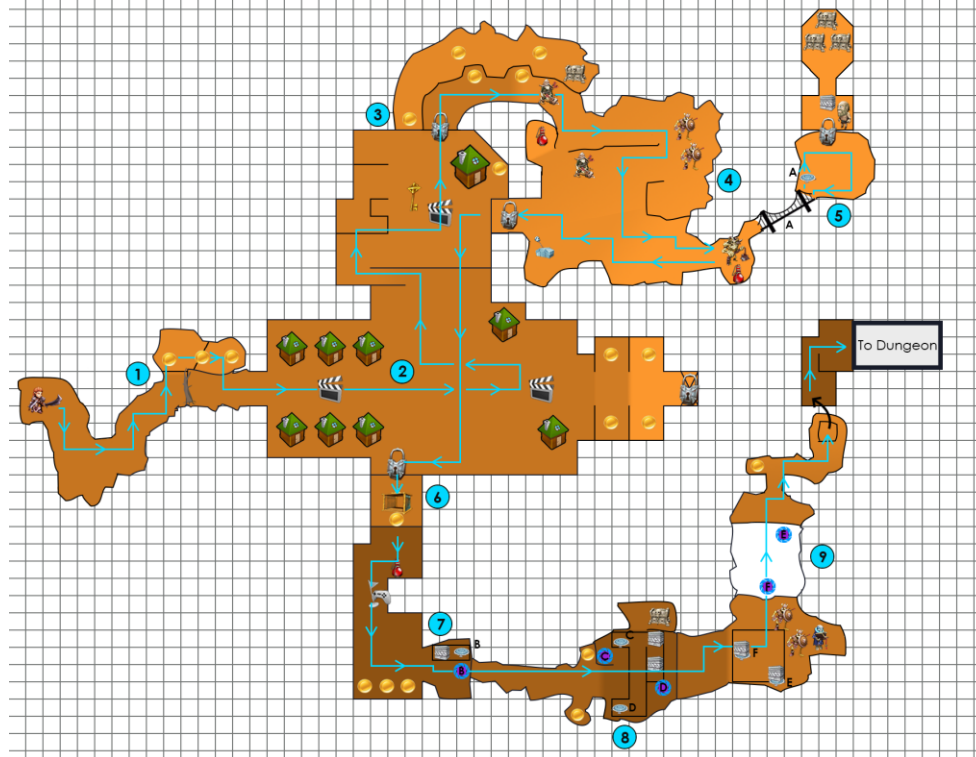
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Legend:

	Player Start		Stone Block		Mage		Secret Passage Key
	Lever		Pressure Plate		Archer		Obstacle
	Potion		Elevator		Soldier		Collectible
	Prisoner		Event		Grunt		House
	Locked Door		Checkpoint		Treasure		Moveable Bridge
	Critical Path		Moving Platform				

Scale: 1 square = 200uu / Walls = 150uu/400uu
Player Dimensions: 100uu x 150uu x 80uu

Elevation
0uu 6000uu



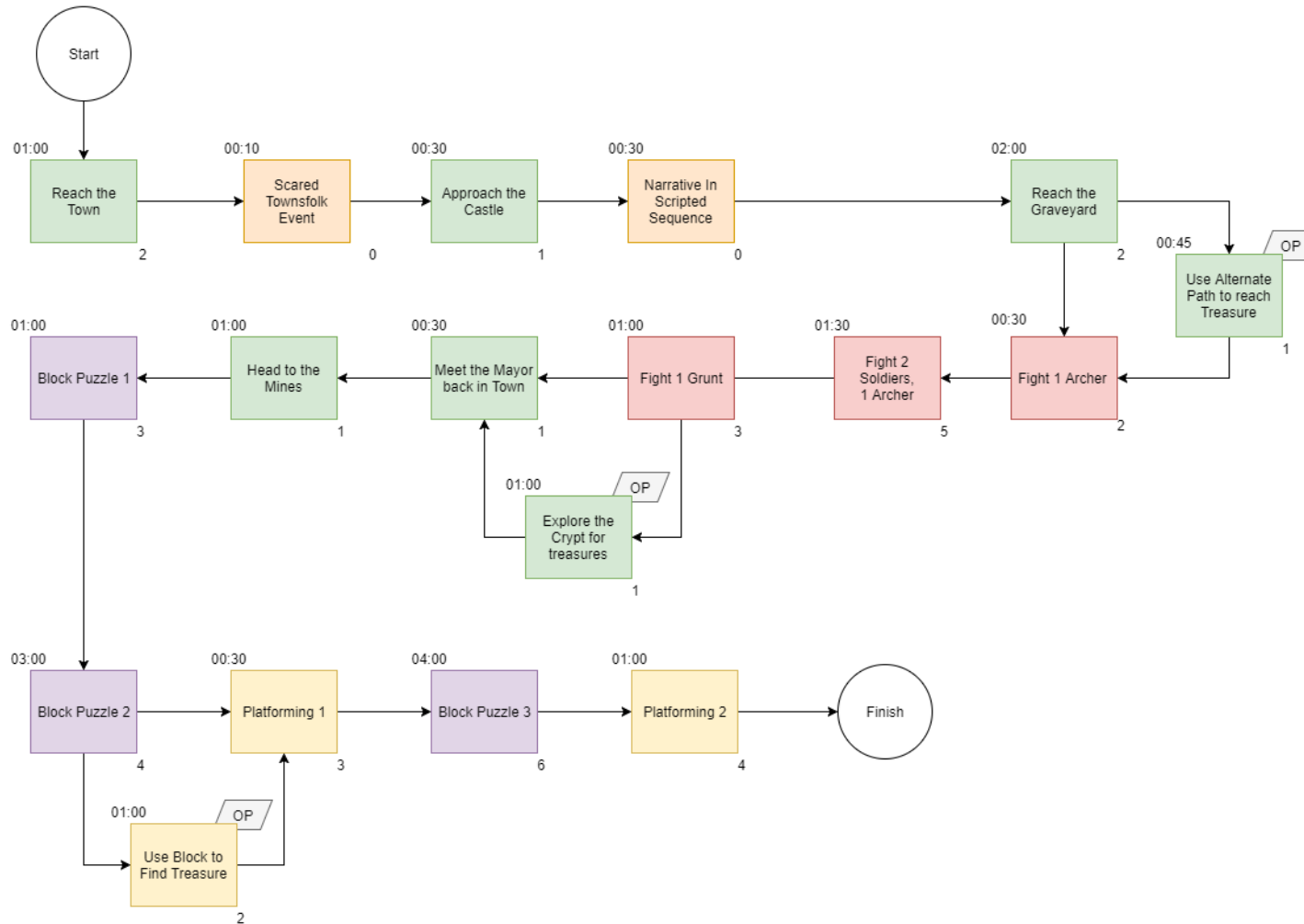
Flow Chart

Legend:

- Exploration (Green)
- Combat (Red)
- Puzzle (Purple)
- Platforming (Yellow)
- Cinematic/Event (Orange)
- Optional (White with OP)

Example:
Average Time (minutes:seconds)
Beat (Green box)
Difficulty (1-10)

**Quest for Valor
Lower Vela
Flowchart
By Yuri Mainka**



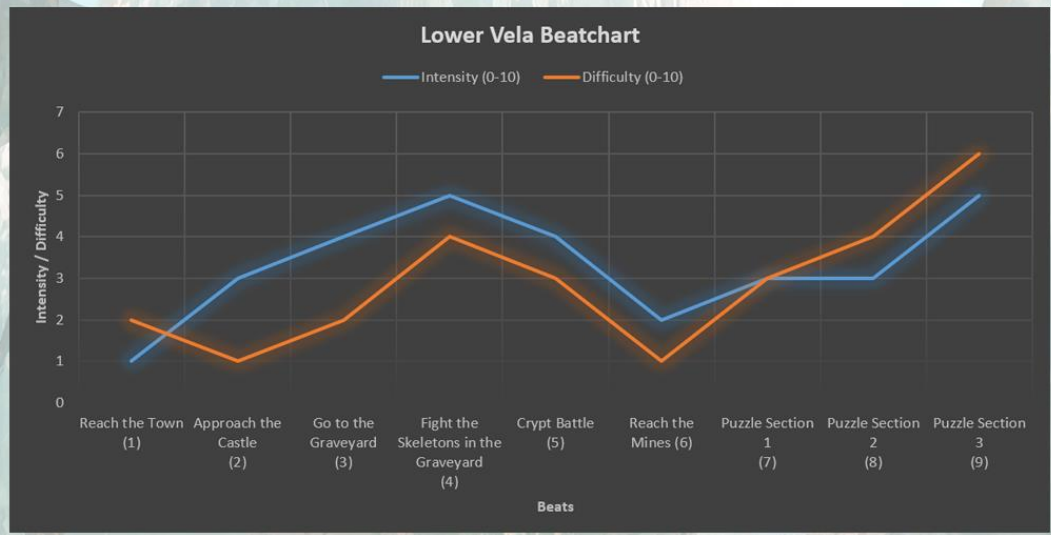
Beat Chart

Critical Path	Reach the Town	Approach the Castle	Scripted - Narrative In	Go to the Graveyard	Fight the Skeletons in the Graveyard	Crypt Fight	Reach the Mines	Puzzle Section 1	Puzzle Section 2	Puzzle Section 3
Duration (minutes)	1	0.5	0.25	2	3	1	1	1	3	4
Total Duration (minutes)	1	1.5	1.75	3.75	6.75	7.75	8.75	9.75	12.75	16.75
Intensity (0-10)	1	3	3	4	5	4	2	3	3	5
Difficulty (0-10)	2	1	0	2	4	3	1	3	4	6

Enemies										
Skeleton Swordsman					2					2
Skeleton Mage										1
Skeleton Archer				1	1					
Skeleton Grunt						1				

Ingredients										
Lever					1					
Key							1			
Chest				1		3			1	
Pushable Block						1		1	2	2
Pressure Plate						1		1	2	2
Locked Door					1		1			
Potion					1	1	1			
Checkpoint				1			1			
Elevator							1			
Moving Platform								1	2	2
Gold	2			9			3		5	
Moving Bridge						1				

Actions										
Run	X	X		X	X	X	X	X	X	X
Jump	X			X				X	X	X
Attack/Block				X	X	X				
Interact (Lever)					X					
Interact (Block)					X	X	X	X	X	X
Interact (Chest)				X	X	X			X	
Interact (Door)							X			



①

Level starts. Players must reach the town, but an obstacle stands in their way. This requires them to look around for an alternate route through some platforms nearby.

②

Here players, having reached the town, witness a scripted event where the townsfolk run from them. As players make their way to the castle door, they notice that it's locked and another scripted event takes place where a villager comes to talk to them and unlocks the next area.

③

This next section has players venturing into the Graveyard outside of town to rescue the mayor. While on their way, they can use some boxes close to the path to reach an elevated area that rewards them with collectibles, a treasure and a vantage point against the first enemy.

④

In the Graveyard, some enemies can be defeated to unlock a shortcut back to town. Players, however, must go to the crypt beyond the bridge to find the mayor.

⑤

Here a Grunt appears and players can either fight it or use the nearby pressure plate to lower the bridge and kill it faster.

⑥

With the mayor returned safely, the townsfolk start to trust the player and give them the key to access the mines that lead to a secret passage to the castle. This section serves as a small break after the intense combat.

⑦

Down in the secret passage, players will be met by a simple puzzle that teaches them how to operate the moving platforms scattered around this section. Pushing the block onto the pressure plate activates the platform and allows them to proceed.

⑧

The next section introduces players to a more complicated scenario of the previous puzzle, with multiple blocks and pressure plates. By moving one block close to a hole in the wall and jumping on it, players can also reach a treasure.

⑨

This last part has some enemies standing between the player and the last puzzle. The puzzle itself offers a twist where the platforms are already moving fast and players must stop them at the right moment by pushing the blocks off the pressure plates or risk falling in the abyss. With that accomplished, players can reach the dungeon.