A FREE SINGLE-PLAYER BROWSER ADVENTURE

GLORY

Practice your skills. Help the people on the trail.



Bramble path: a charge warning crosses the trail beside Tavi. Move clear, then counter when the beast opens up.

Your expedition

Set out as a scout with a sword, a shield and room to improve. Follow the route east through four chapters and 24 stops. Fight beasts, ring trail markers in order and protect travelers. Rescue Pippa, Oren, Mina and Kit to build your permanent party.

Play Glory free

Visit the game page

Open truckfishgames.com/play/glory/ in your browser. No sign-in or payment is required.

CONTROLS AND PRACTICE

Start the adventure



Touch view: the joystick moves your scout. Run stays on until you tap it again. Hold Guard; tap Swing or Interact.

Choose Start adventure. When you return to a saved profile, choose Continue adventure.

ACTION	KEYBOARD
Move	WASD / arrows
Sprint	Hold Shift + move
Swing	Space
Guard	Hold F
Interact	E, when nearby
Journal	J
Trail Map	M
Menu / pause	Esc
Save / load	F5 / F9

On touch, the Character panel sits below the trail. Use Trail Map and Menu for the same route and settings.

Watch your meters

The red meter shows health. The gold meter shows stamina.

Get better by doing

Running grows while you sprint and move. Levels raise sprint speed and maximum stamina. **Sword** grows when your swings land and raises damage. **Guard** grows when you block a beast and reduces damage taken.

The Character panel shows practice toward the next level, current skill effects and lifetime records. Cape colors change your appearance.

FIGHTS AND STAMINA

Win the opening



The Bramble Rhino is warning a straight charge. The patterned area marks danger; Tavi is the traveler you must protect.

Read the ground

Beasts mark the ground before they strike. Step across a charge line, leave a stomp circle or move out of a fire cone. A ring has a safe center; its marked band is dangerous.

Watch for **OPEN · STRIKE** after an attack. Close in and swing during that opening, then make room for the next warning.

Use your shield

Armor absorbs most swings while a beast is braced. A fresh Guard just before the hit can stop the strike and create a counter. Holding Guard reduces damage, but it drains stamina and can still let some damage through.

Swinging and guarding use stamina. Sprinting also uses it. Release Guard and stop sprinting when you need to recover.

FOUR CHAPTERS / 24 STOPS

Follow the trail



Trail Map lists completed and current stops, the objective and its hint. Each chapter has six stops.

01 / Willowreach

Learn charges and ordered crossings. Rescue Pippa, the healer.

02 / Fossil Rise

Read stomps and rings. Rescue Oren, the swordsman.

03 / Emberpeak

Avoid fire cones and mixed attacks. Rescue Mina, the guardian.

04 / Starwater Coast

Combine waves, splashes and rings. Rescue Kit, the trail guide.

Trials, rescues and escorts

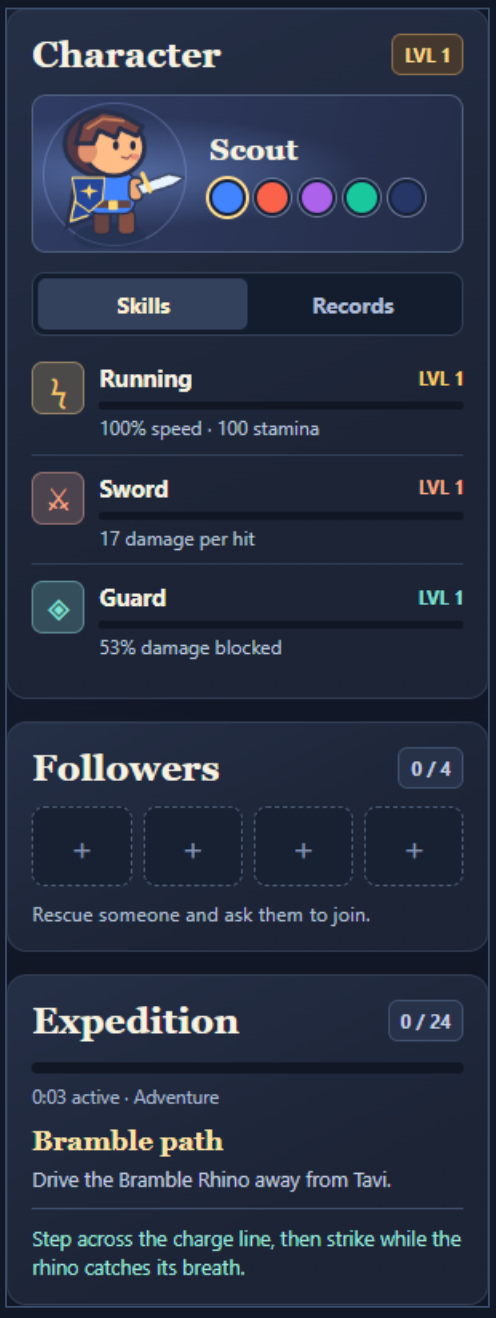
At a trial, use Interact near numbered markers in order. Later markers summon trail guards; clear them before continuing. During a rescue, draw attacks away from the traveler. On an escort, stay close and bring the traveler to the eastern refuge.

Most combat stops have several patrol phases. Check the current phase and hint in Expedition. Completing a stop opens the route east. A knockout or failed rescue returns you to its checkpoint while keeping practice, companions and cleared phases.

Finish the final stop and rescue Kit to complete the expedition. The route stays open for exploration.

SAVES AND FIELD NOTES

Keep your progress



Character tracks your practice. Followers shows the party, and Expedition gives the current objective, hint and active time.

Save your progress

The game saves locally every few seconds and after checkpoints, activated markers and rescues. Use Menu > Save journey or F5 for a manual save. Continue adventure resumes a saved profile; F9 loads it during play.

Keep the same browser and device to continue. Clearing site data can remove local saves. A downloaded local copy and the hosted game keep separate profiles.

Profiles and settings

Menu > Settings lets you add or switch among up to six local profiles, name your scout, choose difficulty, toggle sound effects and reduce motion. Starting a New journey replaces that profile's saved journey.

Adventure is the default. Choose Gentle for longer warnings and faster recovery. Active adventure time pauses in menus and while the game is out of view.

A useful habit

Read the Expedition hint before a new phase. Reposition first, keep stamina for the warning and counter in the opening.