

QUEST FOR GLORY II

Trial by Fire

Player's Manual

An unofficial HTML5 fan tribute

Version 2.0.0

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1. The Trial by Fire

The desert city of Shapeir is besieged by four elementals — Fire, Air, Earth, and Water. Beyond its walls lie the open desert and, further east, the shadowed city of Raseir, where the sorcerer Ad Avis rules through fear. You are a wandering hero out of Spielburg, come to lift the siege — and the road will carry you far past it.

This tribute spans two acts and nine scenes: choose your path, learn how each foe can be undone, grow strong, and see both cities freed.

2. Getting Started

From the title screen: **New Game** (pick a class and name your hero), **Continue** (resume a save), or **Import Hero from QFG I** (paste a hero code; a sample is built in). Browsers keep audio muted until you interact — your first click or key press turns sound on.

3. The Three Classes

Class	Strengths	In battle
Fighter	Strength, Vitality, Weapon Use, Parry	Hard hits; parry softens blows. Starts with a Short Sword.
Magic User	Intelligence, Magic; a spellbook	Casts Flame Dart, Force Bolt, Heal, and Calm.
Thief	Agility, Luck, Stealth, Lock Picking	Nimble; best odds to flee; opens locks freely.

4. Controls

Action	Keys
Move	Arrow keys or W A S D
Interact / talk / fight	Space or E
Character sheet (stats, skills, equipment, inventory)	C
Quest journal (and Save Game)	Q
Sound / Music / Narration / Fullscreen / Volume	Bottom bar

5. The World

Nine scenes across two acts, connected at their edges — walk into a gate or path to travel.

- **Shapeir — Plaza:** fountain, apothecary, magic shop, the guard, and the Fire Elemental.
- **Shapeir — Market:** the weapon & armor shop, Katta's Tail Inn, and the Adventurers' Guild.
- **Desert Crossroads:** the hub of the desert; roads to the dunes, oasis, brigand camp, and Raseir.
- **The Dunes:** the Air and Earth Elementals.
- **The Oasis:** the Water Elemental and a locked cache.
- **The Brigand Camp:** Khaveen the Brigand Lord.
- **Raseir — Gate, Plaza, and Palace:** the black market and the sorcerer Ad Avis.

Wandering monsters roam the desert scenes; they drop gold and experience.

6. Combat

Turn based: choose Attack, Cast (Magic Users), Item, Dodge, or Flee; then the foe acts. Your **weapon** raises attack and your **armor** reduces damage taken. Wandering monsters are won by wearing them down. The four **elementals** regenerate and must be met with a **counter**:

Elemental	Counter	Where
Fire	Flask of Water	Fill free at the plaza fountain
Air	Dispel Potion	Magic Shop
Earth	Acid Flask	Apothecary
Water	Fire Oil, or Flame Dart	Apothecary / learn as a mage

Falling in battle is not the end: you wake in the nearest town with half your Health and a little less gold.

7. Equipment, Inn, and Guild

- **Equipment:** buy weapons and armor at the market; upgrades equip automatically, and you can change gear from the character sheet (C).
- **Katta's Tail Inn:** rest to fully restore Health, Mana, and Stamina and pass to the next day.
- **Adventurers' Guild:** pay to train skills, watch your rank rise with experience, take quests, and — once Shapeir is saved — receive the Pass to Raseir.

8. Act II — Raseir, and the Endings

When all four elementals fall, Shapeir is saved (Act I complete). See the Guildmaster for the Pass to Raseir, take the far-east road, and enter the city. No blade can touch Ad Avis while his magic holds — buy a **Magic Mirror** at the black market to turn his death-spell back on him, then face him in his palace. His defeat frees Raseir and completes your Trial by Fire.

9. Saving and Audio

The game autosaves to your browser; a Continue button appears on the title screen. Save on demand from the journal (Q), or Export a Hero Code from the character sheet to carry a hero elsewhere. All audio is generated at runtime (effects, ambient wind, generative music), with per-class text-to-speech narration; toggle each and set volume from the bottom bar.

10. Credits and License

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