

King of Dragon Pass Demo

To Start the demo, double-click on the  icon.

1. This demo takes you through one game year of managing a clan which has just emigrated to Dragon Pass. It'll take you only 10-15 minutes.

To begin, **click the Demo button** in the opening screen.

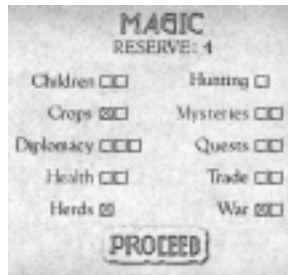
Don't worry if you accidentally miss a step. You might have a harder time following along with this tutorial, but any path you choose will keep the game moving.




2. The demo starts with an overview of your clan's lands, known as the "tula."

Point to an element (such as a herd, temple, or building) with the mouse to get more information about it. **Click the Proceed button** to leave the tula.

3. It's currently Sacred Time, two weeks of magical ceremonies which precede each year. Here, you allocate the clan's magic resources for the coming year. The members of the clan council, or ring, are shown at the bottom of the screen. One of them, Leikan, is already offering advice. **Click on this advice to close it, or click another advisor's face** to see different advice.



Click the checkboxes to allocate the clan's magic. Give one point each to Crops, Herds, and War, then **click the Proceed button**.

Click the  icon in the arch to go to the Relations screen.

4. Your clan's relations with the other Orlanathi clans of Dragon Pass are key to winning. **Click the Favors Due radio button** to list clans that owe us at least one favor. **Click "Gorind" in the clan list.** The clan list shows detailed information about the Gorinds and the map scrolls to put the Gorinds at its center so you can see where they are.



Click the Emissary button to send an emissary.

5. The dialog chose Kulbrast as our best diplomat. **Double-click his picture.** Sure enough, Kulbrast has an excellent Bargaining skill, as well as good Leadership, so leave him chosen. And the Gorind clan is still selected to receive our emissary. **Click the Ask for Cattle radio button** to ask for a favor.

The Gorind clan will be more likely to respond favorably if we give them a few gifts. **Click and drag** the ring in the Goods slider to bring 10 cows worth of goods. (You can also click and hold to the right of the ring to make a gradual increase.) **Click a couple of times** to the right of the ring in the Footmen slider to bring 8



footmen to help guard our gifts.

Click Send to send out the mission.

6. While the mission is on its way, events happen that require your attention. Here, a trader wants to buy a white horse. At the moment the clan doesn't have a white horse. The ring will advise you — when you click someone, their recommended actions highlight in blue. Unfortunately, Kulbrast is not present to give advice (double-click his picture and you will see that he is "Away from the tula"). If you'd like to see the full illustration in this or any other scene, use the space bar to toggle the text away and back again.



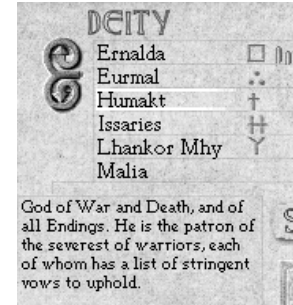
Make the best of the situation by **choosing response 2** (you can either click the text, or press the 2 key). This requires slaughtering a few cows for a feast, so you'll see the number of cattle go down. There are no more decisions to make, so **click the X**.

7. Kulbrast arrives at the Gorind clan, which worships a fearsome war god who lives in a rock. Note that only Kulbrast is available to give advice. **Click on his advice** to get it out of the way. Now **choose response 3**, a customary repayment. Note that you now have more cattle and that the change is highlighted in blue. **Click the X**.
8. Clans get their most powerful magic by worship-

ping Glorantha's many gods. You can sacrifice for a one-time benefit, but a shrine or temple provides ongoing magical benefits. **Click the icon** in the arch to go to the Magic screen.

Click the upper arrow to scroll the list of deities until "Humakt" is visible, then **click "Humakt,"** the god of war.

The right of the screen shows the different magical benefits which a temple to Humakt can provide. So far, your clan knows "Battle Luck" and "Truesword." As you point to these blessings, they're explained in the center of the arc.



Click the Build button to bring up the Build dialog (which also lets you reduce the size of a temple to save maintenance costs), then **click Build** to build a shrine to Humakt. The Battle Luck blessing will be chosen automatically, though you could return to this screen later and pick a different one. Its rune will glow on the central rock (this blessing is shown on the War screen, which we'll see later).

9. A crisis has developed. This one may be less urgent than most, but your



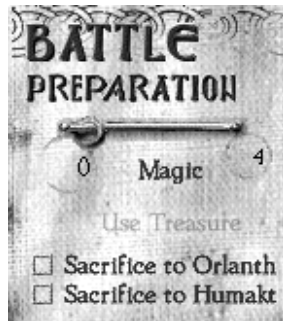
choices here impact your dealings with two other clans, and the mood of your own. **Click the lower arrow** to scroll the text. **Choose response 2**, insisting that Korol act responsibly and marry the girl.

The matter is not yet resolved. Your warriors would never stomach such an insult, but before raiding Korol's clan, the Herani, you might want to find out about it. **Click the ? (Help) button** at the bottom left of the screen, then find "Heran" in the list and click it. At least you're not allied with them... **Click the X** to close the Help dialog, then **choose response 1**, launching a retaliatory raid.

Now decide who goes on the raid: footmen (mostly farmers, who are quite capable of fighting), weaponthanes (full-time warriors), and auxiliaries (people who accompany the warriors with bandages and encouragement). You can also ask an allied clan to help out, but for now, just **click Proceed**.

The two forces are now about to close. Improve your odds by **clicking the slider** to allocate one point of magic. By not making sacrifices before battle, you can charge the enemy before they're ready. **Click Proceed**.


The results of the battle are reported. **Click the X** to see how your clan takes the news. You won't hear from the Herani right away, but chances are



they're not very happy about the raid, even if they defeated you. **Click the X** since there are no more choices.

- Chances are you took a few casualties. **Click the icon** to switch to the War screen. **Click the Weaponthanes button** on the left side. Choose the maximum number of weaponthanes by **clicking on the number** at the right edge of the slider, then **click Recruit**.
- Click the icon** to go to the Background screen, which provides information about the world of Glorantha. You don't need to know all this to play, but in order to win the game, you'll need to know the myths. **Choose "Orlanth and Aroka"** (near the bottom of the list on the left) and **click View** to see a myth about the clan's most important god, Orlanth the Storm King. You can press the space bar to hide the text (and to show it again).
The brief overview of the myth is shown. **Click the circle** at the top left of the frame to show the full text. You can scroll through this with the arrows. Many myths aren't as well known, and you will have to sacrifice to the appropriate deity to learn the details. It is important to know these details when you try to reenact the myth as a heroquest (heroquesting to duplicate the feats of the gods provides many magical benefits). **Click the X** to return to the Background screen.

- Your clan only recently arrived in Dragon Pass, and much of the area is still unknown, though you have a basic idea of the geography from when people lived here before. **Click the icon** to switch to the Map screen. You can scroll the

map by clicking at the edges, or click the  icon to center the map on your clan.

Click the Explore button, then click just to the north of your clan, somewhere in the unexplored territory.


This moves the marker to where you want to explore. **Use the sliders to give Asborn an escort of at least 10 footmen, then click Send.**



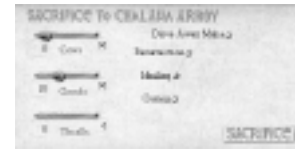
13. The clan is under attack by nomadic riders. **Click the slider to use a point of magic in defense, click Sacrifice to Humakt to offer a cow to the god of war, and click the Maneuver radio button since you're familiar with your own terrain and might be able to outmaneuver the attackers. Then click Proceed.**



Sometimes a battle has a pivotal moment, when one of your leaders has the opportunity to act heroically. This is one of those chances. **Choose a response (it may require a second choice), then click Proceed to continue with the main battle. Click the X once you've read the results.**

14. You have some wounded fighters, so leave the Map screen by **clicking the X**, then click the  icon. **Click the upper arrow to scroll the list of deities until "Chalana Arroy" is visible, then click**

"Chalana Arroy." Click the Sacrifice button, click the Healing radio button (it's probably already selected), and choose at least 15 goods. Click Sacrifice. The results are displayed. Click the X.



Sometimes, you'll just want time to pass. It's now Earth season, when the clan takes in the harvest, so you wouldn't want to call up the farmers for a raid. Instead, **click the season wheel to advance to the next season.**





15. One of your earlier decisions has had a delayed effect that you now have to choose how to deal with. Sometimes the matters brought before the clan ring are not truly matters for the ring to settle, so in this case, **choose "Leave this matter to her kinfolk."**
16. Your expedition has returned with another opportunity for the clan. You decide how to handle it. Again, the clan ring will advise you.

The newly explored territory will be shown the next time you look at the map.

17. It's Dark season, and Minara reports the final tally of the harvest. **Click the X.**
18. The computer keeps track of what's been going on.



Click the  icon to switch to the Saga screen, which shows a record of your clan's history. Click the X to leave the Saga screen. Click the Season wheel so more time can pass.

19. Although the members of the clan ring are in a sense your playing pieces, they do have minds of their own. Although there are sound mythic reasons to have a Trickster on the ring, there are sometimes practical reasons not to. Choose response 3 to take Bastakos off the ring.
20. The ring now has only six members, so click the  icon to go to the Clan screen, then click the Reorganize button.

You can sort the clan leaders in several ways — click one of the categories at the top of the screen. To find out everyone's abilities and opinion, point to them. Note that Bastakos can't be put back on the ring for a while. Drag Brenna to the empty slot on the ring, and release. Click the Reorganize button to appoint the ring.



Although the ring reorganization ceremonies take a while, there are no new events to deal with, so click the season wheel.



21. A problem has arisen within the clan. Choose response 1 to try to smooth things over.

This didn't work — even the most



silver-tongued chief can't always win over the people. Click Proceed and make another choice.

22. That's it! Visit our web site www.a-sharp.com for more information about the complete game, or to order from our secure online store.

King of Dragon Pass

The Full Game

You'll be able to choose your starting setup and play for dozens of game years, as you build up your clan, join your neighboring clans into a tribe, and become elected king (or queen). You will be able to perform heroquests: reenactments of myths, which bring your clan powerful blessings.

The full version also includes more myths, music, and sound effects we had to leave out of the demo for space reasons. And a complete printed manual.