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SierraTech
STUDIOS

World/Level Selection

When you first start to play the game there will be no preexisting worlds to chose from so you will need to click the “New World” button on the World Selection screen.

You will then have to enter the world’s name and then you can enter the first stage “Deficiency”. Whenever you exit the game it will automatically save the world and your progress.

When you are returning to the game the name of the world that you created should appear in the World Select screen, click enter to resume your progress or delete to delete the world.

36 Days

Wilderness Survival Game

36 Days is an educational role-playing game designed to educate youth on surviving in the wilderness.

The game is divided into three stages:

- Deficiency: learn how to play the game.
- Panic: accomplish various tasks using knowledge that you picked up in the deficiency stage.
- Escape: survive 36 days in the wilderness using the skills that you learned in the previous stages.

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Items

Knife	Used to make flint and steel, deals damage if misused.
Water bottle:	Used to store and drink water.
Water purification tablets ('I' pill bottle):	Used to purify water.
Flint:	Used to make flint and steel.
Wood:	Used to place palisades to build a shelter.
Cattails:	Used to make a bed.
Anything else:	Can be eaten.

Thirst

In real life you can last approximately three days without water, our game works the same way. You will need to drink regularly or your health will start to drop. You will first need to fill up your water bottle (consult the Advanced Controls page of the manual). Then to drink, hover your mouse over a block that isn't water and press the key that corresponds with the water bottle item in your toolbar.

To stay healthy you will need to clean your water. To clean your water place your water bottle on the ground, hover your mouse over it and press the key that corresponds with the water purification tablets (the "I" pill bottle) in your toolbar. Keep in mind that you only have 15 water purification tablets, so use them wisely.

Navigating the Game Menu



Opens the Survival Guide which contains important information on how to survive.



Turns on/off the background music.



Pauses the game.



Displays helpful information.

Basic Controls

To move:	Left-click on the tile that you'd like to move to.
To break a block:	Left-click on the block that you'd like to break.
To pick up an item:	Right-click on the item that you'd like to pick up.
To use an item:	Press the key on your keyboard (Q, W, E, R, or T) that corresponds with the item you want to use.
To rearrange items in your inventory:	Left click the item, then left click the slot you want to move the item to.

Exposure

Temperatures drop dramatically at night, you will need to find a way to stay warm. Your exposure bar will drop continuously at night if you do not keep warm.

One way to keep warm at night is to light a fire, consult the Advanced Controls page of the manual. Standing near a fire will cause your exposure bar to increase quickly.

A better way to keep warm at night is to build a shelter. To build a shelter place palisades in an open ring by hovering your mouse over grass and pressing the key associated with a wood item in your toolbar. To make a bed pick up a Cattail, hover your mouse over the empty space inside your shelter and press the key associated with the Cattail in your toolbar.

Hunger

The hunger bar is another central part of the game. To stay healthy you must eat periodically. There are many different food items in the game, to discern which items you should eat consult the Survival Guide.

To eat a food item press the key that corresponds with the food item in your toolbar, the corresponding keys are displayed at the bottom right corner of each item slot.

If you eat a food item that you shouldn't have you will lose health, some food items will cause you to lose more health than others.

Remember to not eat anything before you identify it!

Advanced Controls

To make flint and steel

Find and pick up a flint item, place your knife on the ground, hover your mouse over the knife and press the key that corresponds with flint in your inventory.

To light a fire:

Hover over a wood block with your mouse and press the key that corresponds with the flint and steel in your inventory.

To fill your water bottle:

Hover over a water block with your mouse then press the key that corresponds with the water bottle in your inventory.

Game Play

The goal of the deficiency and panic stages is to complete the quests that will appear in the top right corner of the screen. Instructions on how to complete the quests will appear in the bottom left corner of the screen. Depending on how quickly you complete the quests you may need to eat, drink and find shelter before your health runs out.

The goal of the escape stage is to stay alive long enough to be rescued. To stay alive you must keep your health, hunger, exposure, and thirst bars as high as you can. You win the game if you stay in approximately the same location for 36 game days and keep a signal fire going.

Health

The health bar is the most important status bar in the game, if it runs out you will die and the game will end.

There are several ways by which you can lose health. First of all you can get damaged either by incorrectly using your knife item (knife safety is important!), or standing in a fire.

You can also lose health by letting any of your other status bars get too low. If any of them get too low you will continuously lose health until you bring the status bar back up to an acceptable level.

The only way to regain health is by keeping all your status bars mostly full.