

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

Basic Controls

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| 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. |

Navigating the Game Menu

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| bookIcon | Opens the Survival Guide which contains important information on how to survive. |
| mutebutton unmutebutton | Turns on/off the background music. |
| pause | Pauses the game. |
| help | Displays helpful information. |