



# Game Manual

WolfQuest 2.7.2

## Contents

Introduction	2
System Requirements	2
Windows	2
Mac OSX	2
Internet Connection	3
Getting Started	3
Installing and Launching the Game	3
Player Accounts	4
Single-Player or Multiplayer?	5
Character Customization	5
Difficulty Levels	5
Saved Games	6
Controls and Interface	6
Wolf Movement and Actions	6
Game Actions	7
Multiplayer Actions	7
Game Interface	8
Map	9
Pack Stats	10
Gameplay	10
Scent View	10
Hunting Elk	11
Social Arena	11
Other Features	12
Single Player Game	12
Finding a Mate on Amethyst Mountain	13
Exploring the Valley of the Lost River	14
Multiplayer Games	14
Starting and Joining a Multiplayer Game	14
In-Game Chat	15
Multiplayer Chat and Safety	15
Pack Rally	16
Support	17
Performance Tips	17
Troubleshooting	17
Customer Support	18
Latest Information	18
Credits	19





## Introduction

Learn about wolf natural history by living the life of a wild wolf in Yellowstone National Park. Playing alone or with friends in online multiplayer missions, explore the wilderness, hunt elk, find a mate, and raise pups in your quest for survival.

This new version of *WolfQuest* features improved and refined gameplay and graphics, a new player account system with achievements, friends lists, and more, plus a rewritten animal AI system, hundreds of bugfixes, and a new map to explore in single and multiplayer games. As always, there's also an active online community where you can discuss the game with other players and share artwork and stories about wolves. Visit [www.wolfquest.org](http://www.wolfquest.org) to join in.

## System Requirements

### Windows

- Windows XP Service Pack 2 or higher (DirectX 9.0c or higher must be installed).
- DirectX 9 or higher GPU
- 1024x768 screen resolution
- 2.0 GHz Dual Core Pentium, i3, or higher processor
- 2 GB available hard drive space
- 4 GB RAM

**Note:** Netbooks with smaller screen dimensions must have the extended desktop enabled to install, and there may be performance problems. WolfQuest does not officially support “netbook” grade notebook computers due to limited RAM, CPU, and graphics capabilities.

### Minimum Graphics Card (for Fast Quality)

- Intel 4000 integrated graphics or higher
- NVIDIA 6800 Ultra
- ATI HD 3670

### Recommended Graphics Card (for Good Quality or Higher)

- NVIDIA GeForce 640 series or later
- AMD Radeon HD 6670

### Mac OSX

- OSX 10.8 or higher
- 64-bit processor (i5 or higher)
- 1024 x 768 or higher screen resolution
- 2 GB available hard drive space
- 4 GB RAM





### **Minimum Graphics Card (for Fast Quality)**

- Intel 4000 integrated graphics or higher

### **Recommended Graphics Card (for Good Quality or Higher)**

- NVIDIA GeForce 640 series or later
- AMD Radeon HD 6670

Note: As with all video games, more powerful graphics cards and CPUs allow higher screen resolutions and/or quality settings. Older video cards and drivers may exhibit rendering or performance issues, and slower CPUs may exhibit lower frame rates and performance issues.

## **Internet Connection**

An active broadband Internet connection is required to:

- Start or join multiplayer games.
- Access your player account, including:
  - Earning Achievements
  - Sending and receiving messages
  - Viewing and making Friends and Packs

An Internet connection is not required to play in single player mode after the game launcher has downloaded and installed the game.

## **Getting Started**

### **Installing and Launching the Game**

After purchasing and downloading the game:

1. Download the Mac or Windows version of the game from your game download page (linked in an email from the online store where you purchased the game.)
2. Install the game:
  - For Windows, run the “Windows Setup” installer program. (We recommend choosing the option of adding shortcut on your desktop.)
  - For Mac, double-click the “WolfQuest-Mac” icon, then drag the WolfQuest app icon into your Applications folder (or whichever folder on your computer you wish to put it in).
3. Launch the game – which is actually the game launcher. It will automatically download the complete game to your computer. Once the game has downloaded and installed itself, press the “Play Game.” button. In the future, the launcher will download game updates automatically.
4. A window will appear with several choices of screen resolution. Select 1024 x 768 or higher. If you have an older computer, you may want to choose “Fast” for the quality setting. (You can change that later to find the best balance between visual quality and game performance, in the Game Settings). Leave “Windowed” turned off for fastest performance and to have the game fill your screen.
5. The title screen of the game will then appear, and you’re ready to play!





To uninstall the game:

- On Windows, go to your Start Menu, choose Programs, and run the WolfQuest Uninstall program.
- On Mac, drag the WolfQuest app into your trash.

For game hints and tips, go to this WolfQuest FAQs forum:

<http://www.wolfquest.org/bb/viewforum.php?f=81>

## Player Accounts

WolfQuest 2.7 introduces a new player account system with many exciting features:

- **Achievements:** Earn recognition for your efforts in the game, with over 75 achievements based on missions, actions, and exploration.
- **Friends and Packs:** Invite other players to be friends, then form packs so you can run with your favorite friends.
- **Messages:** Send and receive messages to friends and other players.
- **Game News:** Get the latest information about the game.
- **File Sync:** All your saved wolf and game files are synced with the server, so you can switch computers and login to access them again. (If any files are lost due to a connection mishap, check the Backups folder in your WolfQuest folder and copy them into the proper folder.)

These accounts are not connected to the old forum system, so all players must create a new account. To create it:

1. Press the “Log In” button on the *WolfQuest* title screen.
2. Input your birthdate. This is required by United States law to protect children’s privacy. (Note: if you are under the age of 13, you will need a parent or guardian to grant permission for your player account. Follow the onscreen directions.)
3. Press the “Register” button and fill in the fields. Input the Key that you received after purchasing the game to validate your account.
4. Submit your registration info and then check your email for confirmation. Click the activation link in the email. Then return to the game, login, and you’re ready to play!

## KEYS

When you purchase the game, you will receive an eight-digit Key, which is required to create an account. A single player account may be shared within a family, with each person creating their own wolf or wolves, but all players will share the same achievements, friends, etc. If you are found breaking the rules for multiplayer games (shown onscreen before you enter a game), your account may be banned, and you will have to purchase the game again to get a new Key.





## Single-Player or Multiplayer?

Next, choose whether you want to play a Single-Player or Multiplayer game. (An account is required for the latter.)

- In Single-Player, you'll start in Amethyst Mountain in the autumn, learning how to survive: hunting elk, communicating with other wolves, and finding a mate. Then you'll proceed to Slough Creek in late winter, where you'll find a den, establish a territory, and raise a litter of pups.
- In Multiplayer:
  - You have several choices for game configuration:
    - **Private Games:** Only players with the game name and password can join. The game leader chooses the type of chat:
      - **Text Chat:** Filtered only through a naughty word list.
      - **Text-Voice Chat:** Talk freely with other players. (Headphones recommended to minimize echo.)
      - **Phrase Chat:** Players construct messages from a list of words and phrases.
    - **Public Games:** which anyone can join, but Phrase Chat is the only option for communicating with other players.
  - You can choose from two game modes:
    - **Pack Life:** Roam the wilderness with your packmates, hunting elk and chasing coyotes.
    - **Raise Pups:** Co-op version of the complete Slough Creek level, from choosing a den to the journey to the rendezvous site.

## Character Customization

When you start a new single-player or multiplayer game, you can create your wolf avatar:

- **Name:** Type a name (up to 11 characters, so it will fit on your Player Badge).
- **Sex:** Choose the sex of your wolf. Female wolves are smaller in size than male wolves.
- **Coats:** Choose a coat from 25 different patterns, including coats from two actual Yellowstone packs, and a variety of scarred and diseased coats. You can also use the tint sliders to alter the lightness and color of that coat.
- **Abilities:** Choose from eight different howls. You can also adjust your stats if you like. A stronger wolf will have an advantage when encountering stranger wolves, but will not be as fast or have as much stamina when hunting elk. Strength will alter the size of your wolf.
- **Body:** Stick with the standard body or choose an injured ear, a radio collar, or Limpy, based on a lame wolf that survived for many years in Yellowstone.

When you have finished customizing your wolf, click the button to continue.

## Difficulty Levels

At the start of a new game, you can choose the difficulty level, which affects food availability and pup-raising. As difficulty increases:

- Elk tire more slowly when being chased.







- Old elk carcasses are less common.
- Pups will grow hungry more quickly.
- More predators will seek out your pups, especially during the Defend Den mission.

You can change the difficulty at any time in Game Settings, but achievements for completing the single-player game are based on the lowest difficulty chosen during the entire game arc.

## Saved Games

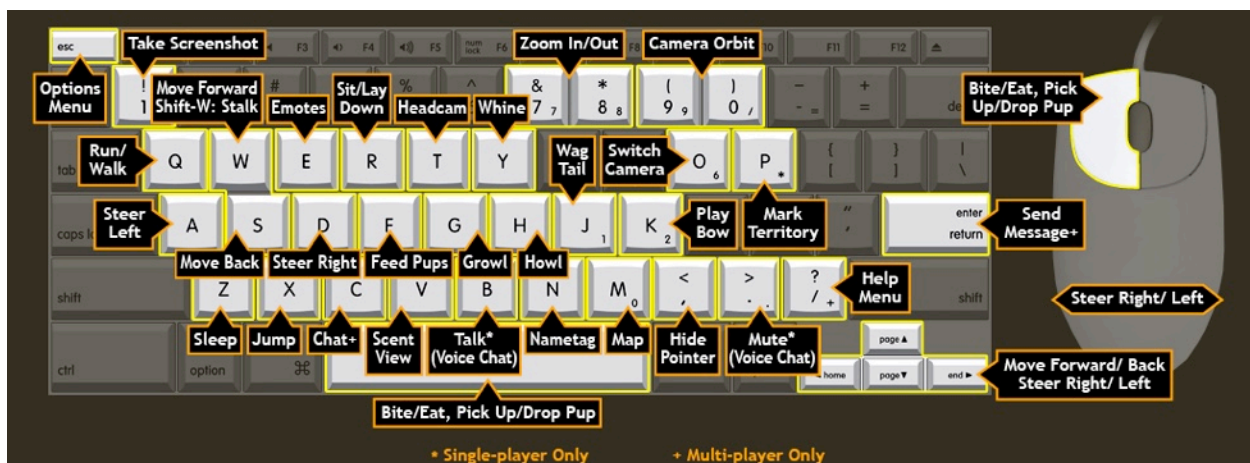
The game automatically saves your progress every few minutes:

- In most single- and multiplayer games, this game save is called “Autosave-(YourWolfName).” Single- and multiplayer games are saved separately so you always have an autosave for each type of game.
- In Lost River, it is called “Autosave-LR-(YourWolfName)”

Usually, you can simply choose the most recent Autosave file to resume your progress. You can also manually save your game at any time **except** when a stranger wolf is visible or you are in elk territory. Save before you see the stranger appear or after it disappears. There is no limit on the number of saved games you can have. Game files are saved in the “WolfQuest” folder in your home directory:

- On Windows: My Documents\WolfQuest
- On Mac OS X: [username]/WolfQuest

## Controls and Interface



## Wolf Movement and Actions

**W-A-S-D or arrow keys:** Press-hold these buttons to walk forward and backwards, and turn left or right. Hold Shift while moving forward to stalk.

**Mouse:** Steer your wolf, click to bite, eat, or pickup/put down a pup. Click-hold to bite-hold on elk to do maximum damage.

**Spacebar:** Lunge and bite other animals (when you see red wolf icon), eat an animal carcass (when you see a green wolf icon), or pick up pups (when “Pick Up/Feed” button appears).

**TIP:** Press and hold down the spacebar to bite-hold on elk to do maximum damage.





**Q:** Press to toggle between trot and run.

**X:** Jump while standing or running.

**V:** Toggle Scent View to see scent trails or markings from other animals, or scent plumes from elk carcasses.

**F:** Regurgitate food for a pup (when you have extra food).

**P:** Mark territory with raised leg urination. As a lone wolf, you would not dare to provoke a neighboring pack with a territorial claim, so this only works once you find a den in Slough Creek.

**H:** Howl on your own, or to communicate with your mate, pups, or other players.

**R:** Sit down and rest. (Press twice to lie down and rest.)

**Z:** Sleep until another time of day.

**E:** Open Emotes panel, which has many wolf communication behaviors.

**J:** Wag your tail. Your mate and pups will wag back.

**K:** Play bow. Your mate and pups will bow back.

**G:** Growl.

**Y:** Whine (audio only).

## Game Actions

**ESC:** Open game options window to save and load games, adjust game and graphics quality settings, view pack stats, and view help information.

**M:** Toggle Map on and off.

**T:** Switch to a first-person view.

**?:** Open keyboard help

**N:** Toggle nametags on and off (you, your mate, your pups, and other players).

**Number 1 key:** Take a screenshot. These are saved to the WolfQuest folder in your user directory:

- On Windows: My Documents/WolfQuest
- On Mac OSX: [username]/WolfQuest

## Multiplayer Actions

**C:** Access chat feature. Press this before typing each message (multiplayer only).

**Enter/Return:** Send your chat message or exit chat box so you can play again (multiplayer only).

**B:** Press to chat (voice chat)

**Period (.):** Mute voice chat

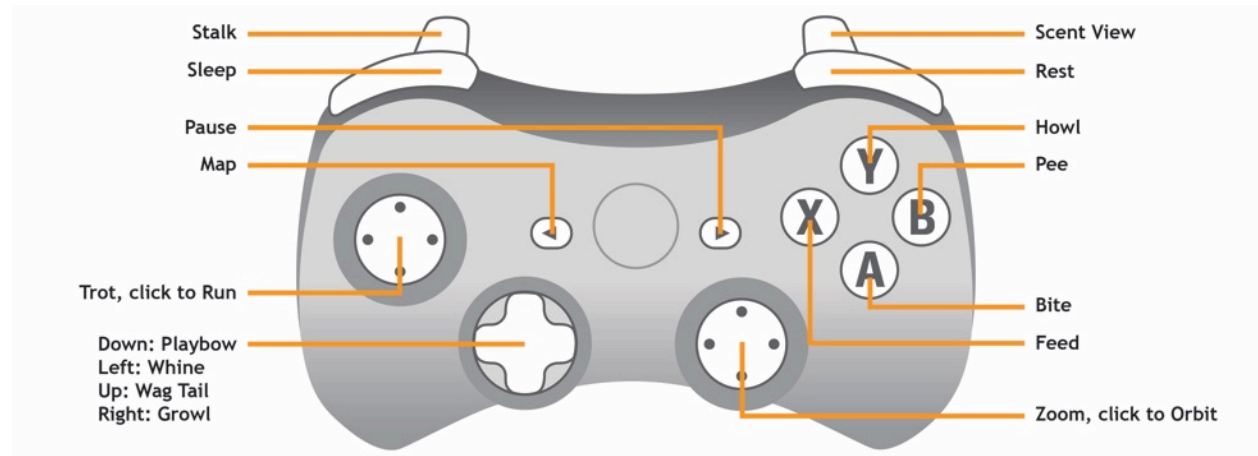
**Note:** To change which keys are used for the control, choose “Input” in the dialog box that appears when launching the game and remap your keys to the game controls.





## Game Controller

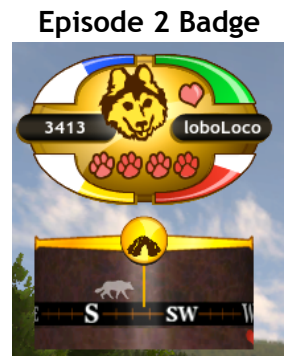
The game now has partial support for game controllers. Most gameplay actions are mapped to controller inputs, but graphical panels and buttons are not—you must still use the keyboard for those. Currently, game controllers are supported only on Windows. We may add Mac support in the future.



## Game Interface

The **Player ID Badge** has your wolf's face and name, along with your stamina (green) and health (red) bars.

- The **stamina bar** indicates how much energy and stamina your wolf has. Running and attacking prey decreases stamina. Regain stamina by walking, standing, sitting, or laying down.
- You lose **health** gradually over time, and quickly when prey animals struggle, when you're struck by grizzly bears or cougars, and when a stranger wolf attacks you. Eating restores health. If your health bar is full, you will not be able to eat—you're full! If your health drops to zero, your wolf will die. You must then reload a saved game.



In the Slough Creek level, your Player ID badge has two additional meters:

- **Pack Affinity** (top left): how well-trained your pups are, and thus how close they stay to the den, or to you during the Journey mission.
- **Territory Quality** (bottom left): how strong your territory is against stranger wolves.

**Mate and Pup Health Status** is shown on the badge as well:

- Your **mate's health** is indicated by the heart in top-right. As your mate loses health, the heart turns pale. Look for food to help them!
- **Pup health** is indicated by four pawprints in the badge, representing pups 1 through 4, left to right. These too become pale with low health, and black upon death.

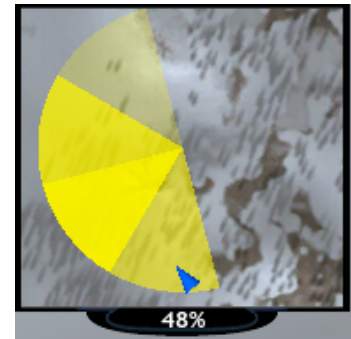






The **Extra Food Bar** will appear when you have pups to feed. Eating more than you need to restore your own health will be added to food you can feed your pups.

The **Compass** shows the direction you are facing, which way the wind is blowing, where to find elk herds, stranger wolves, and, in Slough Creek, den sites and other areas of interest. These icons grow brighter as you approach that mission zone. When you enter a mission zone, that elk or wolf icon will move up onto the compass rose (replacing the four-pointed star), and no longer appear on the compass itself. Now you should turn on Scent View to find your target!

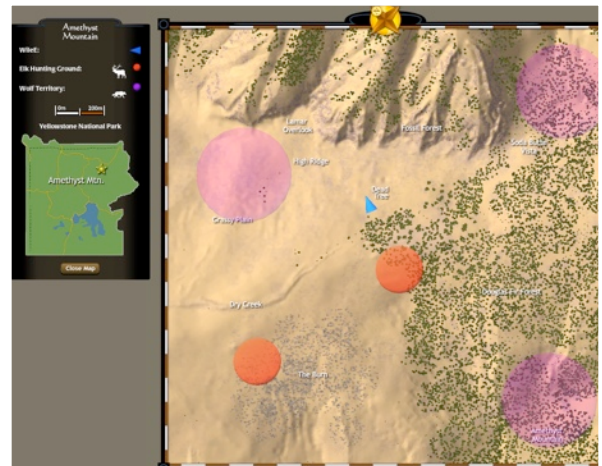


In Slough Creek, the **Territory Quality Minimap** appears in the lower left corner of the screen when you are marking your territory. Four pie slices will show the quality of the territory you have created by marking with Raised Leg Urination (P key) or Howling (H key). The total territory quality (equal to the territory strength in the Player Badge) is shown at the bottom of the map.

## Map

Toggle the map on and off by pressing the 'M' key on the keyboard. This map shows the entire game world. The world in each game level is two square kilometers.

- Amethyst Mountain is the highest peak in a ridge in the northeastern Yellowstone National Park.
- Slough Creek is a valley in north-central Yellowstone.
- Lost River is a fictional valley somewhere in the northern range of the Rocky Mountains.



The player appears as a blue cone, pointing in the direction that your wolf is facing. Your mate (single player) or packmates (multiplayer) appear as blue dots. Also shown are the locations of elk hunting grounds and the territories of non-player wolves that you may encounter. There is also a locator map that shows where the game world is located in Yellowstone National Park. Press 'M' or the Close button to close the Map.





## Pack Stats

Access the Pack Stats display from the Options or Map. Here you can review your stats and game progress. Once you have a mate, and then pups, you can also change their names (with enough Experience Points for pups) and review their health and other stats.

## Gameplay

### Scent View

Wolves live in a kaleidoscopic world of smells. Enter this world by turning on Scent View, with a press of the 'V' key on your keyboard. Every animal leaves a scent trail, with a particular color for each species. Approach a scent trail to learn more about the animal that left it.



Scents drift downwind, so pay attention to the wind direction when tracking prey. Tracking by scent is especially valuable when you enter an elk hunting zone. The scent color grows more intense as you get closer to the animal. Scent trails will also lead you to stranger wolves once you have entered those zones. Carcasses give off plumes of color, so turn on Scent View and look around when you need a health boost.

### Tip!

Scents are blown downwind, so pay attention to wind direction when looking for elk and stranger wolves. Scents are also muted during rain and snow.



## Hunting Elk

As you approach a prey animal, watch for its health bar to appear onscreen. Be wary of the healthiest elk, since they will stand their ground and kick if you attack. Many wolves have died from wounds caused by an elk with enough health to put up a fight. Those hooves pack a wallop! Look for weaker elk instead.

A red wolf head icon should appear when you wolf is within biting range of a prey creature. Click and *hold down* on the spacebar to lunge and bite. If you successfully kill the elk, you can eat it and replenish your health. A green wolf head icon will appear to indicate that you are in position to feed on the carcass. Click to eat. If your health and stamina bars are full, you will be unable to feed on the carcass.



No matter how hungry you are, a single wolf can't eat an entire elk carcass in one sitting. You can always return later when you need to regain health. A food meter shows how much food is left in the carcass. Coyotes will deplete the food level of the carcass when they feed on the carcass, so you may want to chase them away.

### Tip!

Elk can smell you coming, so try to approach from downwind. You'll get closer before they raise the alarm. Dawn and dusk are also good times to sneak up close to the herd.

## Social Arena

Interact with stranger wolves in the social arena. In Amethyst Mountain and Lost River, use the compass or map to find a stranger wolf. In Slough Creek, they will find you! You will enter the arena automatically upon approaching the stranger. The social arena allows turn-based interaction, where you can decide what to "say" to the stranger. You can try to dominate them or submit—but be careful not to lose too much health in the process. You'll encounter strangers in Amethyst Mountain that you might wish to choose for your mate. Rather than trying to dominate them, you'll want to bond with them through friendly, affiliative behaviors. In Slough Creek, you'll come across stranger wolves entering your territory. If you have enough health, it's your job to be dominant and try to keep them away from your den and pups!



For game hints and tips, go to this WolfQuest FAQs forum: [www.wolfquest.org/bb/viewforum.php?f=81](http://www.wolfquest.org/bb/viewforum.php?f=81)





## Other Features

### Tutorials

Onscreen tutorial tips are displayed by default. These alert you when you enter an elk hunting ground or stranger wolf zone, and many other aspects of gameplay. You can turn them off in Options: Game Settings.

### Grizzly Bears and Cougars

Grizzlies and cougars roam Yellowstone in search of food. They pose no direct threat to adult wolves, but they often take over an unguarded elk carcass or attack a wolf pup. Depending on their state of mind, you might be able to chase them off a carcass...or you might die trying. Do you feel lucky?



### Cattle Ranch

In Slough Creek, you'll have the opportunity to leave your range and visit a cattle ranch outside Yellowstone National Park. Young calves are tempting prey for wolves, but ranches pose their own dangers.

### Changing Time of Day

Time passes for wolves just as it does for people—but in WolfQuest, you can control it! Press Z to go to sleep, choosing when to wake up: daytime, dusk, midnight, or dawn. (In Multiplayer, only the game leader can change the Time of Day.)

### Wind and Weather

It's not always 75 degrees and sunny in Yellowstone. The wind blows constantly, and its direction is indicated on the compass as well as by the leaves that blow past you. Rain, snow, thunder and lightning are also part of the wilderness experience. You'll find that prey scent trails are muffled by rain.

### Hide the HUD & Volume Control

If you want to hide the compass, wolf badge, and prey health meters when taking screenshots or recording machinima video, go to Options: Game Settings and click "Hide HUD." You can adjust the volume of the music with the slider.

## Single Player Game

In the single-player game, you play as a two-year old gray wolf born in the Northern Range of Yellowstone National Park. You learned the ways of the wolf in your natal (birth) pack. Now you have left your natal pack to find your own way in the world, as a *dispersal wolf*. It's time





for you to find a home and build your own family. The survival of your pups—and of your genetic code—will be your responsibility.

## Finding a Mate on Amethyst Mountain

The first step in your quest for survival is to find a mate. Somewhere out there on the slopes of Amethyst Mountain is such a wolf. And don't forget to hunt elk, or you won't survive for long!

Once you find a mate, give them a name, which you can always change later in Player Stats (in the Options menu). Now you can continue onward to the Slough Creek level, or linger in Amethyst Mountain with your mate for as long as you wish. When you're ready to move on, head for the star icon on the compass, or the green dot on the map (labeled "To Slough Creek").

- Your mate's health is indicated by the red heart. The red color will become pale as your mate loses health. Be sure to find food before it fades away completely.
- Your mate's location is indicated in the "rear-view mirror" below the compass. For example, a red heart on the left indicates that your mate is behind you on the left.

### **Tip!**

As you search for a mate, your chances of meeting a mate of the opposite sex will increase once you've gained 800 experience points.

Amethyst Mountain is in the Northern Range of Yellowstone National Park, overlooking the Lamar Valley (where wolves were first reintroduced to the park in 1996). See it in [Google Maps!](#)

## Raising Pups in Slough Creek

After a bitter winter, you and your mate know the time has come to start a family. Since other packs have already claimed the slopes of Amethyst Mountain as their own, you have ventured across the Lamar River in search of your own territory. The hills and meadows along Slough Creek look promising. Tucked somewhere into the hills and woods here is a den site for your pack.

In Slough Creek, you must accomplish a series of missions, from finding a den and establishing a territory to feeding and protecting your pups. Complete each mission to unlock the next one. It's a dangerous world for pups, so the autosave feature may come in handy.

**Marking Territory** is essential to establish and defend the area around your den. You can mark territory in two ways: with raised leg urination (P key) and by howling (H key). Urination improves the quality of a given territory segment more than howling, while howling improves the quality of your entire territory to a smaller degree.

**Your pups** will inherit the coat colors of you and your mate, according to genetic principles. With enough experience points, one pup may inherit the white coat of a more distant ancestor.







**Raising Pups** requires both training and feeding them.

- Train them to stay near the den by picking them up and carrying them to the den. To do this, approach a pup and **press the Pick Up button (or the spacebar)**. Carry it to the den, then press Put Down.
- To feed them, first find an elk carcass and eat until your own health is restored, then keep eating to obtain extra food for pups. Then when you approach a pup, **press the Feed button (or the F key) to regurgitate** that extra food onto the ground, where that pup will eat it.
- Your pups will hide in the den, safe from predators, when you are more than 50 meters from the den, so you can go hunt elk and mark your territory.



Hunting elk, communicating with stranger wolves, and other activities earn **XP (experience Points)**, which will unlock three features in Slough Creek: the ability to name your pups, a secret den site, and a white puppy.

Slough Creek lies near the northern boundary of Yellowstone National Park, east of Mammoth. Explore it in [Google Maps!](#)

## Exploring the Valley of the Lost River

This new map, available in both single-player and multiplayer games, offers a new fictional environment somewhere beyond the boundaries of Yellowstone National Park. As a young wolf, you enter this valley uncertain of what you'll find. It's ripe for exploration and rich with mystery. NOTE: Lost River has more demanding graphics than other maps, so you may want to play it on a lower quality level.

## Multiplayer Games

In multiplayer sessions, you can explore Yellowstone and the fictional Lost River Valley with other players. In particular, you can play the entire Slough Creek level together, establishing a territory, raising pups, and traveling to the rendezvous site. In every multiplayer game, you can also chat with each other, harass coyotes, take carcasses back from grizzlies, and hunt elk—perhaps trying to take down a powerful bull elk together. Each game session is limited to five players. A broadband Internet connection is required.

## Starting and Joining a Multiplayer Game

There are two types of multiplayer games. Both require a player account.





- **Public Games.** When starting a game, give your game session a unique name. If you want to join a game, choose one from the list.
- **Private Games.** The game host creates the game name and password, then distributes both to friends so they can join the game. You can use the Messages feature in player accounts or other means to share your game information with friends.

## In-Game Chat

Multiplayer games offer several chat options:

- **Text Chat:** Type freely (filtered only by a naughty word list, which replaces such words with ???).
- **Phrase Chat** limits all chat to canned words and phrases, making it the safest option. You can construct sentences by selecting them one after another, then click Send.
- **Text+Voice Chat:** Type and talk to friends. Press-hold B to talk, and press the period (.) key to mute all chat audio. (*Private games only*)

To report a player for inappropriate behavior, go to Pack Stats, then click the player's name, then click Report. An email with the chat transcript will be sent to WolfQuest administrators for review and action.

We reserve the right to disable accounts of rude or abusive players. ***If your account is banned, you will need to purchase the game again to receive a key for a new user account.***

## Multiplayer Chat and Safety

Now that WolfQuest offers three chat options, please choose the one that suits you best. We encourage children under 13 to participate only in password-protected **Private Games** with known friends, and particularly to use **Phrase Chat**, to minimize the risk of inappropriate chat content.

*WolfQuest* cannot guarantee that multiplayer games won't contain inappropriate content. By entering *WolfQuest* multiplayer games, you assume all risks associated with online game and chat communication with unknown players. Abusive, obscene, vulgar, slanderous, hateful, threatening, and sexually-oriented chat content is prohibited. Posting such chat messages may lead to your account being immediately and permanently disabled.

If you observe inappropriate chat or behavior in a multiplayer game, please help us improve *WolfQuest* by reporting it. Before quitting the game, take a screenshot of the inappropriate behavior by hitting your number 1 key.

- On Windows: My Documents/WolfQuest/
- On Mac: [username]/WolfQuest/





## Pack Rally

It's common for wild wolf packs to prepare for an elk hunt with a pack rally—a hullabaloo of howling, bowing, and tail wagging that energizes each wolf for the difficult challenge ahead. Start a pack rally for your multiplayer to earn a two-minute strength bonus. Any wolf in the pack can start the rally by howling. All other players must quickly come over to the rally instigator and howl, play bow, or wag their tails for the rally to succeed. When your multiplayer pack successfully completes a rally, all members will earn a two-minute strength bonus, dealing more damage to elk when you bite them. Players can start a rally anytime, even before the previous rally's bonus has expired.





## Support

### Performance Tips

The game performance (how fast it runs and how good it looks) depend entirely on your computer's capabilities. You can choose the visual quality when starting the game, or once you are in the game, by pressing ESC to open the Options menu, then selecting Game Settings. Turn on the FPS display to monitor performance. An FPS (framerate) of at least 30 fps is needed for the game to run smoothly. If your computer is powerful enough, choose the 60 FPS option for even smoother visuals.

Use these guidelines to find the best balance between visual quality and performance:

- Fast setting will allow the game to run most smoothly, but the graphics will be compromised in order to keep the game moving as quickly as possible. Shadows are disabled by default on Fast, but you can try toggling them on to see if your computer can handle them smoothly.
- If your computer is pretty recent and has a dedicated graphics card, choose the Good or better setting. Shadows are enabled by default, but you can toggle them off for better performance.
- If your computer is less than a few years old and has a gaming-quality dedicated graphics card, choose the Beautiful or Fantastic setting. Shadows are enabled by default.
- If you find that framerate is too low, restart the game and choose a smaller screen resolution. It's better to run at a lower screen resolution and then try to increase the quality setting than to choose a high screen resolution and then have to lower the quality setting.

Multiplayer games are more demanding on your computer, so you may want to lower the graphics quality settings for better performance when you play multiplayer.

### Troubleshooting

1. **Water reflection looks weird.** Some graphics cards render the water incorrectly. Open Game Settings and click the "Alternate Water Reflection" toggle.
2. **Controls lock up or won't respond.** You may occasionally experience a bug with the controls. Simply save your game and reload it to continue playing.
3. **The game runs slowly or jerkily.** Your computer may be having trouble running the game. Try a lower graphics quality in Options: Game Settings. (See "Performance Tips" above.)
4. **Graphics rendering problems, or the game crashes when loading levels.** Your computer may have an outdated graphics driver or your graphic card may not be supported by the game (if text appears as blocks on the screen, your graphic card may be too old). Try updating your graphics driver, using the link below for your graphics card manufacturer:
  - Intel: [http://downloadcenter.intel.com/Product\\_Filter.aspx?ProductID=1044](http://downloadcenter.intel.com/Product_Filter.aspx?ProductID=1044)
  - Nvidia: <http://www.nvidia.com/Download/index.aspx?lang=en-us>
  - AMD: <http://support.amd.com/en-us/download>



5. **Cursor troubles.** When switching back to *WolfQuest* from another program, press the comma key to regain control of your wolf. However, this may stop working if you repeatedly switch back and forth.

## Customer Support

If you have problems with the game, please review this manual first, as it may have the answer. You can also consult the *WolfQuest* online community forum. If you encounter a crash or major glitch with *WolfQuest*:

1. Send a report to [bugs@wolfquest.org](mailto:bugs@wolfquest.org) and put "WQ2.7" in the subject line.
2. Attach the game log:
  - On Windows, this is a file called "output\_log.txt" in My Documents/My Games/WolfQuest/WolfQuest/WolfQuest\_Data.
  - On Mac: Search your computer for the Console app and run it. Then in the left sidebar,, look for FILES/~ /Library/Logs/Unity/Player.log. Open that log file, and copy the entire log into a text file or the email itself.
3. Tell us as exactly as you can what you were doing and what you saw happen, especially if it seems like it only happens sometimes.
4. Attach a screenshot (Press your number 1 key in the game when you see the glitch. The image will be saved here:
  - On Windows: My Documents/WolfQuest/
  - On Mac: [username]/WolfQuest/

## Latest Information

You can always find the latest information about *WolfQuest* at [www.wolfquest.org](http://www.wolfquest.org). Join the online forums to discuss the game, wolves, and wildlife. For the latest news, go to the WolfQuest News and Announcements Forum:

<http://www.wolfquest.org/bb/viewforum.php?f=31>



Copyright © 2007-2016 Minnesota Zoo and Eduweb. All rights reserved. Unauthorized distribution is prohibited. WolfQuest is a registered trademark of Eduweb.

[www.eduweb.com](http://www.eduweb.com) | [www.minnesotazoo.org](http://www.minnesotazoo.org)





## Credits

### **WOLFQUEST v2.7.2**

Released July 2016

A revision and expansion of **WOLFQUEST 2.5: Survival of the Pack**

#### **Game Producer and Level Designer**

David T. Schaller

#### **Lead Software Developer**

Tommi Horttana

#### **Additional Programming**

Aaron Schie

Paul Zobitz

#### **3D Artists**

Steve Adamson

Pete Moretta

Robert Nally

#### **Music**

Tim Buzza

#### **Production Assistance and Content Development**

Susan Nagel

#### **Movie Poster Art in Lost River**

Elyse Panici

Juliet Manolias

Madeline Monroe

Neamara

ZeRivet

#### **Beta Testers**

Charlotte van der Made

Elyse Panici

Geo Schaller

Grant Spickelmier

Jenny Reichert

Juliet Manolias

Kaitlin Cox

Katserin Kynsi

Madeline Monroe

Michelle Fernandes

Neamara

Rebecca Meis

Steven Allison-Bunnell

#### **Many thanks for game advice and guidance from:**

Dr. Dan MacNulty, Utah State University

The WolfQuest Moderators

The WolfQuest Community

Geo Schaller

Grant Spickelmier

Leah Darst

Steven Allison-Bunnell

#### **Wolf vocalization audio courtesy of:**

The International Wolf Center

The Macaulay Library,

Cornell Lab of Ornithology

Stewart D MacDonald

Sound Dogs

# WOLFQUEST 2.5: SURVIVAL OF THE PACK DELUXE

Produced by the Minnesota Zoo and eduweb, released in October 2011

## **Project Team**

### *Project Director*

Grant Spickelmier

### *Game Producer & Lead Gameplay Designer*

David T. Schaller

### *Associate Producer & Simulation Designer*

Steve Allison-Bunnell

### *Project Coordinators*

Leah Darst

Michelle Housenga

### *Content Specialist*

Jacquelyn Fallon

### *Lead Developer*

Russell Lunsford

### *Art Director*

Steve Allison-Bunnell

### *Character Modeling*

Nikitova LLC

A2O group

Steve Adamson

Drew Vaughan

Joshua Seaver

Joe Morgan, Jr.

Nithinaris Charuwatkul

### *Vegetation Modeling*

Garen Rees

Joshua Seaver

Sav Scatola

### *Landscape Design*

Steve Allison-Bunnell

Garen Rees

### *Skyboxes*

Saurav Subedi

### *Interface Graphic Design*

Steve Wagner

### *Episode 2 Mission Art*

Chenneoue (A. L. Wagner)

ara-tun (R.L.W.)

Ratlover4194

Windseeker (C. Wilson)

### *Unity Development*

Russell Lunsford

Steve Allison-Bunnell

Oleg Shmykov

Alexander Martinez

David Schaller

Lucas Goss

Samantha Kalman

Ray Nothnagel

### *Composer & Performer*

Tim Buzza

### *Web Production*

Paul Gardner

Clayton Black

### *Evaluators*

Minda Borun

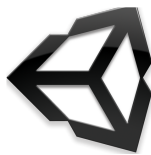
Kate Haley Goldman

Jessica Koepfler

### **WolfQuest Community:**

[www.wolfquest.org](http://www.wolfquest.org)

**Made with Unity** [www.unity3d.com](http://www.unity3d.com)



### **Special Thanks to Unity**

#### **Technologies:**

David Helgason

Joachim Ante

Nicholas Francis

Samantha Kalman

## **Project Advisory Board**

Jack Grisham, Chair of the Canid, Hyaena and Aardwolf Taxon Advisory Group (TAG) for the AZA and Curator, St. Louis Zoo

Dr. Daniel R. MacNulty, University of Minnesota

Dr. L. David Mech, Senior Research Scientist, U.S. Department of the Interior

Kirsten Perez, Director of Education, Los Angeles Zoo, and representative of the American Zoo and Aquarium's Conservation Education Committee

Dr. Carol Saunders

## **For the International Wolf Center**

Sharee Johnson

Andrea Lorek Strauss

Adriane Morabito

Lori Schmidt

L. David Mech

## **Funded by**

National Science Foundation

ISE grant number 0610427

Best Buy Children's

Foundation

ADC Corporation

Friends of the Minnesota Zoo

Shakopee Mdewakanton

Sioux Community

## **Promotional Partners**

International Wolf Center

California Wolf Center

Knoxville Zoo

Lincoln Park Zoo

Phoenix Zoo

Rosamond Gifford Zoo

National Zoological Park

(Smithsonian Institution)

Toronto Zoo

Yellowstone National Park

Wild Canid Survival and

Research Center

