



Game Manual

WolfQuest 2.0

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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.

The *WolfQuest* experience extends beyond the game with an active online community where you can discuss the game with other players, chat with wolf biologists, and share artwork and stories about wolves. Visit www.wolfquest.org to join in.



System Requirements

Windows

- Windows XP Service Pack 2 or higher (DirectX 9.0c or higher must be installed).
- 1.5 GHz Pentium 4 or higher processor
- 280 MB hard drive space
- 800 x 600 or higher screen resolution
- Millions of colors

Notes:

- Windows Vista Service Pack 2 and Windows 7 are supported but may exhibit video driver issues. Always update your video drivers from the manufacturer.
- 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.
- *WolfQuest* will run on Vista x64 and Windows 7 x64 systems.
- Linux or Windows 2000 or earlier are not officially supported.

Minimum to run Fast or Fastest Graphics Quality Setting

- 800x600 screen resolution
- 512 MB RAM Windows XP / 1 GB RAM Windows Vista and Windows 7
- Graphics Cards:
 - Intel 865G integrated graphics or higher (may require driver update)
 - NVIDIA GeForce 2
 - ATI Radeon 7500

Recommended to run Good Quality or Better Graphics Setting

- 1024x768 screen resolution
- 1 GB RAM Windows XP / 2 GB RAM Vista
- Graphics cards:
 - NVIDIA GeForce 6 series or later
 - ATI Radeon 9500 or later

Mac OSX

- OSX 10.3.9 or higher
- 1.5 GHz G4 or higher, any Intel processor
- 290 MB hard drive space
- 800 x 600 or higher screen resolution
- Millions of colors

Minimum to run Fast or Fastest Graphics Quality Setting

- 800x600 screen resolution
- 512 MB RAM
- Graphics Cards:
 - Intel GMA 950 or higher integrated graphics (GMA 3000 may be marginal)
 - NVIDIA GeForce 2
 - ATI Radeon 9200





Recommended to run Good Quality or Better Graphics Setting

- 1024x768 screen resolution
- 1 GB RAM
- Graphics cards:
 - NVIDIA GeForce 6 series or later
 - ATI Radeon 9600 or later

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. The quality of your connection, the game host's connection, and overall Internet traffic all affect multiplayer performance.

An Internet connection is not required to install the game or play in single player mode after the game installer has been downloaded.

Installation

Windows Installation:

1. Download the correct version of the game for your operating system from the WolfQuest Web site. For Windows, it is an MSI installer package.
2. If you have an older version of WolfQuest on your computer, the game installer will replace it with this version, but it will not affect your saved games or any screenshots taken within the game.
3. When the download is complete, you will be asked whether you want to open the installer file. Confirm that your current screen resolution is set to at least 800x600 in the Windows Control Panel before launching the installer. You can do this without disturbing the browser download.
4. Click "Yes" to launch the installer (If you saved the installer instead of launching it immediately, you will have to find it in your usual downloads location).
5. Watch the installer messages. If you get an alert, "This is an unknown publisher. Do you want to install?" click OK. If you do not have 512 MB or more of RAM available to the system (memory shared with integrated graphics cards is not available to the system), or your screen resolution is currently under 800x600, the installer will stop.
6. When the installer is done, you will have shortcuts on your desktop and in your Start menu. The game program is in Program Files\WolfQuest 2 (or Program Files x86\WolfQuest 2). Saved games and screenshots are placed in My Documents\WolfQuest2.
7. Read this manual for information about playing the game.
8. You can uninstall *WolfQuest* by using the Remove Programs feature of Windows, or the Uninstall WolfQuest menu item in the WolfQuest folder of the All Programs list in the Start menu.



Mac OS X Installation:

1. Download the correct version of the game for your operating system. For Max OSX it is a DMG file.
2. When the download finishes, double-click the DMG file to mount the Disc Image.
3. Drag the WolfQuest 2 folder onto the Applications Folder alias, or anywhere you like on your computer. Saved games and screenshots are placed in a folder called WolfQuest2 in your home directory.
4. You can uninstall *WolfQuest* by deleting the WolfQuest folders from your hard drive.

Launching the Game

Start or run the “WolfQuest” game file. A window will appear with several choices of screen resolution. Select 800 x 600 or higher. We recommend 1024 x 768. If you have an older computer, you may want to choose “Faster” or “Fastest” for the quality setting. You can also change that later, after starting the game, to find the best balance between visual quality and game performance. Leave “Windowed” turned off for fastest performance and to have the game fill your screen. For wide-screen monitors, you will want to choose a resolution with a similar aspect ratio to your monitor if you run in full-screen.

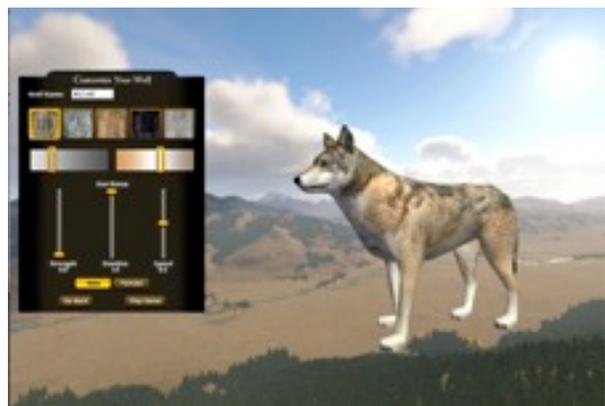


On the *WolfQuest* title screen, choose whether you want to play a Single Player or Multiplayer game. In Single Player, if you are new to the game, you must start in Amethyst Mountain and find a mate. If you have saved a game from Episode 1 (Amethyst Mountain Deluxe edition) in which you have found a mate, you can choose to play in Slough Creek by loading that saved game. If the Slough Creek button is enabled, all of your Amethyst Mountain saved games with mates will appear in the load game window to allow you to choose which player wolf, mate, and experience points you want to play with in Slough Creek. New saves of that game will be Episode 2 Slough Creek saves, saved in the WolfQuest 2 save folder. So you can always return to Amethyst Mountain with that original saved game file.

If you choose Multiplayer, then choose if you want to play a private game or public game. See the Multiplayer section of the manual for details on those modes.

Character Customization

In new single player games started on Amethyst Mountain, you can give your wolf a name, with a maximum length of eight characters and no spaces (so it will fit on your Player Badge). **In multiplayer, your wolf name is your WolfQuest forum name.** You can also choose a coat pattern, then use the tint sliders to alter the lightness and color of that coat. If you choose, you may change your stats. A stronger wolf will be able to attack an elk with more power, but will not be as fast or have as much stamina. A fast wolf can catch up to the elk more easily, but it will not be as strong. Strength will alter the size of your wolf. Finally, choose the sex of your wolf. Female wolves are smaller in size than male wolves. When you have finished customizing your wolf, click the button to continue.



Controls



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

Q: Press to toggle between trot and run.

X: Jump while standing or running.

V: Toggles Scent View (to see scent trails or markings from other animals, or scent plumes from elk carcasses).

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 you see yellow wolf icon).

M: Toggle Map on and off

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

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 in single player games, after you find a den in Slough Creek.

H: Howl on your own or to your mate, pups, or other multiplayer players.

J: Wag your tail. Your mate will wag back.

K: Play bow (multiplayer games only)

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).

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

Notes:

- 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.
- Screenshots are saved to the WolfQuest folder in your user directory:
 - On Windows: My Documents/WolfQuest2
 - On Mac OSX: [username]/WolfQuest2

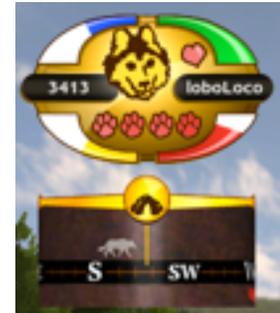
Game Interface

The **Player ID Badge** has your wolf's face and name, along with your health (red at the bottom) and stamina (green at the top) bars. The health bar indicates how healthy you are. You lose health when prey animals struggle 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! The stamina bar indicates how much energy and stamina your wolf has. Running and attacking prey decreases stamina. Regain stamina by walking or standing and sitting. If your stamina or health drops to zero, your wolf will die and respawn nearby.

Episode 1 Badge



Episode 2 Badge



The Player ID badge has two additional meters in Episode 2 (Slough Creek): Top-left is Pack Affinity (how close your pups stay to the den). Bottom-left is Territory Quality (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, and finally white if your mate dies.
- **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 white upon death.

In Episode 2, 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, where to find elk herds, stranger wolves, and, in Episode 2, 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 Episode 2, 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.





Hunting Elk

As you approach a prey animal, watch for its health bar to appear onscreen. Be wary of elk with full health—many wolves have died from wounds caused by an elk with enough health to put up a fight. Those hooves pack a wallop! A red wolf head icon should appear when you wolf is within biting range of a prey creature. Click or hit 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.

Social Arena

Interact with stranger wolves in the social arena. In Episode 1, use the compass or map to find a stranger wolf. In Episode 2, 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!





Other Features

Grizzly Bears

Grizzlies 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. Only a foolhardy wolf would start a fight with a 500-pound grizzly.



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.

Tutorials

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

Shadows & Fancy Water

Shadows and water effects are available for modern graphics cards at graphic quality settings of Good and above. If your graphics card supports shadows, go to Options: Game Settings and click "Enable Shadows." Choose "Fancy Water" if it is visible to see reflective or refractive water effects. (Both shadows and water will lower your frame rate.)

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 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.

Saving Your Game

It is wise to save your game often, as most bugs can be resolved by saving your game and reloading it. You can save your single player 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 a folder in your home directory. You can delete files by simply dragging a saved game file into your Trash or Recycling Bin.

Games saved in *WolfQuest: Survival of the Pack* (this version, 2.0) are saved here:

- On Windows: My Documents\WolfQuest2
- On Mac OS X: [username]/WolfQuest2

Games saved earlier, in *WolfQuest: Amethyst Mountain/Amethyst Mountain Deluxe*, were saved here:

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

You will need one saved game with a mate from this location to play Slough Creek, and we recommend keeping this set of saved games so you can always start a new game in Slough Creek:

Episode 1: 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 him or her a name, which you can always change later in Player Stats (in the Options menu). At this point you have completed Episode 1, so you can now continue on to Episode 2. You can also continue playing the game with your mate in Amethyst Mountain for as long as you wish.

- 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.
- If your mate wanders away, call him or her back by howling.

Tip!

In your search for a mate, be sure to visit all three stranger wolf zones at least once.

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!](#)





Episode 2: 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.

So begins Episode 2. To start this episode after you have found a mate, save your game, then go back to the game title screen. Click “Single Player Game,” then “Slough Creek” and load your saved game (all of the saved games with mates in them from Episode 1 will be available to start Episode 2 games). From that point on, saved games will go in a new WolfQuest2 folder on your computer, so you can also reload your Episode 1 games to play more on Amethyst Mountain.

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 save your game frequently in case the worst happens.

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 actual 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, when you get a yellow wolf icon, **press the spacebar or mouse button to pick it up**, then walk to the den and press spacebar or mouse button again to put it 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 and get the yellow wolf icon, **press 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 and mark your territory.

Experience Points will unlock new features in Episode 2, including the ability to name your pups and increasing the strength of your territory marking ability, among others.

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

For game hints and tips, go to this WolfQuest FAQs forum:
<http://www.wolfquest.org/bb/viewforum.php?f=35>





Multiplayer Game

In multiplayer sessions, you can explore the Amethyst Mountain and Slough Creek areas of Yellowstone, chat with each other, harass coyotes, take carcasses back from grizzlies, and hunt elk—especially powerful bull elk. Each game session is limited to five players. A broadband Internet connection is required. You may have to configure your computer's firewall and/or Internet router to be able to start or join a multiplayer game.

Starting and Joining a Multiplayer Game

There are two types of multiplayer game:

- **Open Game.** Anyone with an activated WolfQuest Community account can start or join an Open Game. You can get a free account at www.wolfquest.org/bb. You don't have to post on the forums to use your account to play multiplayer games. When starting a game, give your game session a unique name. If you want to join a game, choose one from the list. Then enter your forum username and password to start or enter the game. Abusive players will be banned from the forums and open games. Report abuse at www.wolfquest.org/abuse.
- **Private Game.** Along with requiring a WolfQuest Community account as for open games, these games require a password to start or join. The game host makes up the password and distributes it to people they trust and want to be able to join the game. You can use email, the Private Message function on the *WolfQuest* Community forum, or other means to share your password with friends. *New in this release:* you will not see a list of private games. Enter both the pack name and the password for your private game to join it.

New!

In multiplayer, your wolf name will automatically be the same as your forum username. This will help keep multiplayer games safe for all players.

In-Game Chat

Multiplayer includes a safe Chat feature so you can communicate with other players in your game session. When chatting, you can only use words in the *WolfQuest* chat lexicon, which includes about five thousand common words as well as common word endings like "-ing" and "-ed." If you type in a word that is not in this lexicon, it will be replaced with "???" when you try to send your message. Once you fix your message, it will be sent to the other players in the game. The lexicon is posted on the *WolfQuest* Community forum, where you can also suggest words to add to the lexicon: <http://www.wolfquest.org/bb/viewtopic.php?f=3&t=2445>

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. Players can start a rally anytime, even before the previous rally's bonus has expired.





Multiplayer Chat and Safety

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 banned from the *WolfQuest* forum and multiplayer games.

All chat text is filtered through a 5,000 word lexicon that blocks inappropriate language. Although we frequently update the filter, *WolfQuest* cannot guarantee that in-game chat won't contain inappropriate content. By entering *WolfQuest* multiplayer games, you assume all risks associated with online game and chat communication with unknown players.

We encourage children under 13 to participate only in password-protected Private Games with known friends to minimize the risk of inappropriate chat content.

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 the inappropriate behavior by hitting your F1 key.

- On Windows: My Documents/WolfQuest2
- On Mac: [username]/WolfQuest2 on Mac OSX.

If you are disconnected from the game before you take the screenshot, you can also find chat messages and usernames in the main game log (you must do this before restarting the game).

- On Windows, the log file is in the following location:
C:\Program Files\WolfQuest\Data\output_log.txt.
- On Mac OSX, launch Applications/Utilities/Console.app and select LOG FILES->system.log (On OSX 10.5 or higher, look for FILES/~ /Library/Logs/Unity/Player.log).

To submit an abuse report, go to: <http://www.wolfquest.org/abuse/> All abuse reports are confidential. You will only hear from us if we need more information about what happened.



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 framerate display to monitor performance. A framerate of at least 15-20 fps is needed for the game to run tolerably (some problems such as running through objects, will be noticeable at these low framerates).

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

- Fast and Fastest 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.
- If you have an Intel or ATI Express integrated graphics card, choose the Simple, Fast, or Fastest setting. Shadows are not enabled at these settings or for integrated and older video cards.
- If your computer is pretty recent and has a dedicated graphics card, choose the Good, Simple, or Fast setting. You may be able to turn shadows and water effects on.
- If your computer is less than a year old and has a gaming-quality dedicated graphics card, choose the Beautiful or Fantastic setting. You should be able to turn shadows on.
- If you find that framerate is too low, restart the game and choose a smaller screen resolution (as low as 800x600). 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. **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.
2. **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.)
3. **Other players can't see or join your multiplayer game.** In most common home computer setups, other players should have no trouble seeing or joining a game that you have started. The game's networking technology will automatically see through firewalls as well as find computers on local area networks (LANs) using "NAT (Network Address Translation) punchthrough." However, some firewalls or Internet routers, especially in corporate environments, may be too secure for this method to work. If you are unable to see or connect to other games in multiplayer or other players are unable to see or connect to your game, you may need to configure your computer to "see" through the firewall. How to do this will vary quite a bit from router to router, but the key task is to configure your Internet router to forward port 38038 TCP/UDP to the internal IP address of the computer running *WolfQuest*. For further details, visit this FAQ: <http://www.wolfquest.org/bb/viewtopic.php?f=37&t=22623>. Also, read your router's manual for specific instructions. You can find further guidance on this Web site: <http://portforward.com/>
4. **Graphics rendering problems.** 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). We have specifically seen some problems



caused by an older graphics driver for Intel 865G integrated graphics. If you see graphics glitches on Windows, do the following:

- Find the Program Files\WolfQuest folder and open the Data/output_log.txt file. At the top, it will say what graphics is in the computer. Look for this line: `Renderer: Intel(R) 82865G Graphics Controller`
- If you do see this, then look for the driver version: `Version: Direct3D 9.0c [ialmrnt5.dll 6.14.10.3619]`. (Please note: your number may be different). If your driver version number is *lower than* 14.17 you should try to update your driver.
- To update your driver, go to the following page from Intel to choose your OS version and download and install it. http://downloadcenter.intel.com/Product_Filter.aspx?ProductID=1044

5. **Cursor troubles when playing the game in “windowed” mode.** While it is possible to run the game in windowed mode, you may have problems with your cursor. 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. It is not a supported feature, and we strongly recommend playing the game in full-screen mode.

Customer Support

As a free game, *WolfQuest* does not offer one-on-one technical support. Please consult the *WolfQuest* online community forum if you have problems with the game. If you encounter a crash or major glitch with *WolfQuest*:

1. Send a report to bugs@wolfquest.org
2. If you are on Windows, include in your email the file called "output_log.txt" that you will find in Program Files\WolfQuest\Data. That tells us about your graphics card.
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 F1 in the game when you see the glitch. It will be in the My Documents\WolfQuest2 folder).

This is not a help line. We will only respond if we need more information.

Latest Information

You can always find the latest information about *WolfQuest* at www.wolfquest.org. Join the online forums to discuss the game, wolves, and wildlife. When you create a forum account, subscribe to our newsletter to receive the latest information about the game via email. (You can unsubscribe on your User Control Panel.) For the latest news, go to the *WolfQuest* News and Announcements Forum: <http://www.wolfquest.org/bb/viewforum.php?f=31>



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www.minnesotazoo.org | www.eduweb.com





Credits

WolfQuest is produced and developed by the Minnesota Zoo and Eduweb.

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www.wolfquest.org

Made with Unity
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Special Thanks to Unity Technologies:
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Joachim Ante
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Project Advisory Board

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