KADABRA GAMES

INHOSPITABLE



A WINTER FIELD GUIDE

ILLUSTRATED PLAYER'S MANUAL

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THE PLAYER'S LIBRARY

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Covers the hunting, sled, hunger, warmth and journey systems in the September 29 repaired Linux development demo. Windows and macOS remain the earlier official release. Hunting and warmth have recorded verification; the complete ending is described from the implemented rules and is not presented as a newly verified full playthrough.

FOREWORD

Enter the world

The snow does not need to chase you. It only needs to make the familiar shape of the valley disappear. Out here, a successful hunt is more than a shot: it is a route, a meal, a little warmth and enough strength to move again.

Inhospitable begins with a dog sled and a hungry traveler. The country is open, the weather is heavy, and the cabin is more than decoration. Learn the difference between your two immediate needs. Food replenishes hunger; the fire restores heat. Meeting one need does not settle the other.

This is a field book for the playable expedition. It explains the small practical decisions that make the loop work: when to leave the sled, how to follow wounded prey, when to stop firing and how to recognize a recovery that is actually happening.



From the world's cinematic artwork. Gameplay illustrations inside this book are labelled separately.

CHAPTER 01

I. Before the Snow

Carry the whole game into the field.

Install and begin

Extract the complete download into a dedicated folder. On the September 29 Linux build, open Run.sh or Inhospitable.x86_64 from that folder, keeping Inhospitable_Data and UnityPlayer.so beside it. The Windows release must likewise be extracted before launching its program.

Choose Play, then the empty file-slot entry to start the snowy valley. The current menu uses that slot to begin the expedition; it should not be mistaken for a promise that every moment has been saved. The Linux edition starts you aboard the dog sled.

Prepare your view

Set mouse sensitivity and quality in the main-menu settings before entering the valley. The game deliberately uses a rough, low-resolution VHS look and strong snowfall. Choose settings that keep movement responsive and let you read the heat and hunger gauges.

Start with the world at a comfortable sound level. The weather, sled and gun are part of the experience. Do not raise the volume excessively to overcome the storm; a loud shot should not be the price of hearing your way through the landscape.

The first useful observations

Before traveling far, note the sled, the direction of the cabin and a distinctive shape in the ground or trees. Check the two gauges. You begin hungry, so the first outing needs a practical hunting purpose rather than a long sightseeing circuit.

Identify a short route you can retrace. The best first expedition is one you understand well enough to return from while the snow is obscuring distant details. A distant animal is not automatically a better opportunity than nearby prey with a clear route back.

CHAPTER 02

II. The Sled and Your Feet

Choose the form of travel for the job immediately ahead.



Warmth after the snow. Existing cinematic artwork; not a gameplay screenshot.

Drive with room to turn

While on the sled, W and S control forward and reverse movement, and A and D steer. Allow space for the vehicle to turn. Approach a hunting area with the return direction in mind, rather than leaving the sled pointing into a tangle of trees.

The sled belongs to the physical route through the valley. Use it to cover ground, then stop where you can recognize it again. An indistinct patch of snow is a poor parking landmark once you are focused on an animal.

Dismount and return

Press E to leave the sled. On foot, use W, A, S and D or the arrow keys, the mouse to look, Left Shift to run and Space to jump. Return close to the sled and press E to re-enter.

E also operates nearby usable objects. Look for the intended prompt and make your position clear. When collecting meat or working near a door, do not stand pressed against the sled and assume every E press will go to the object you meant.

Travel with a reserve

Running spends hunger faster than walking, and walking spends more than standing. Firing also costs a little hunger. Those costs connect your route to the hunt: a long chase and a stream of missed shots can consume the benefit you hoped to earn.

Cold also reduces movement speed, including sled travel. That means the return may be slower than the outward trip. Decide to seek warmth while you can still move comfortably, not after the gauge has become a last-second problem.

CHAPTER 03

III. Heat Is Not Food

Two gauges, two remedies.

Read hunger as your food reserve

Despite the label HUNGER, a fuller bar is better supplied. Food raises it; activity and time reduce it. An empty bar means starvation has begun. The red feedback is an urgent reason to obtain food, not a signal that you can continue indefinitely without a meal.

The prototype grants a short starvation grace period before death. Do not plan a route around using every second of it. A wounded animal may still be running, a shot may miss and the terrain may take longer to cross than it looked.

Read heat as your remaining margin

Heat falls outside a warmth zone and rises near the cabin fire. Watch the bar actually increase to confirm you are warming. A view of the cabin in the distance, or simply being beside its exterior, is not proof that you have entered the warm area.

As heat falls, movement becomes less effective. At zero heat, the run ends with freezing. The cost is therefore more than a shrinking meter: delaying your return can also reduce your ability to make it.

Recover deliberately

At a fire, stop long enough to see useful recovery. Before leaving, check hunger separately. A warm but starving traveler still needs food; a well-fed but freezing traveler still needs shelter.

Use the next action to answer the gauge that is threatening the trip. If hunger is critical and prey is close, a short hunt may be necessary. If heat is collapsing, a distant chase is a poor bargain. There is no single outward route that is correct regardless of your current condition.

Need	What reduces it	What restores it
Food reserve	Time, movement, running and shots	Eat dropped meat
Heat	Time outside the warmth zone	Remain within the cabin fire's warmth
Loaded rounds	Firing the selected gun	Reload with R

CHAPTER 04

IV. A Shot with a Purpose

First make a hit you can follow.



The sled in the snowy valley. Game capture.

Leave the sled before hunting

Dismount, settle your view and identify the animal against the ground behind it. The gun aims through the center of the view. Choose a clear shot instead of sweeping the camera and firing while the target passes briefly through the picture.

Use the left mouse button to fire; Enter is also bound to the attack action. Let recoil settle and find the animal again before the next shot. A shot is useful when you can tell what happened and where the prey went.

Count and reload

Press C to check the current loaded rounds and R to reload. The reviewed weapon system holds six rounds per selected variant. The count display gives direct confirmation: a reload should be followed by a restored count, not merely assumed from pressing the key.

The mouse wheel changes the available weapon variant. Pay attention to its name and ammunition state. For a first hunt, stick to one weapon long enough to learn its recoil and sound; changing continually makes it harder to judge whether your aim or the weapon state caused a failed shot.

Recognize a wounded animal

A successful wound can send the animal fleeing and begin bleeding. It need not fall instantly. Watch the direction of escape and the blood trail. The game can resolve the kill through bleed-out, so a moving animal after a hit is not automatically proof that the hit failed.

Additional hits can also bring it down. The practical choice is whether another controlled shot is available, or whether following the already-wounded prey is safer and less wasteful. Avoid spraying the last rounds into a shape you can barely distinguish in the storm.

CHAPTER 05

V. Follow What the Snow Still Shows

The hunt continues after the sound of the gun.

Keep the last known position

After a hit, remember where the animal was and where it fled. Walk to that point and follow the next visible sign. Blood and movement are more useful than charging toward an imagined destination beyond the fog.

Pause briefly at uncertain turns. Look for the next mark or the animal's silhouette before spending the energy of a long sprint. If you lose the trail, return to the last place where you had real evidence instead of widening the search at random.

Let the wound have time

Bleeding is a continuing process. Following a wounded animal is a legitimate part of the hunting loop, not dead time that must be filled with more shots. Keep enough distance to see the route and enough attention on your own gauges to know when the pursuit is becoming too costly.

A chase that crosses your whole safe return route may no longer be worth extending. The field decision is not simply whether the prey is hurt; it is whether you can reach the food and still recover heat afterward.

Eat the drop

When the animal dies, locate its meat drop and approach until the Eat Meat prompt appears. Press E. The drop is consumed and the hunger gauge rises. This is an immediate eating interaction in the demo; it is not a storage, butchery or cooking menu.

The amount restored varies. One pickup need not fill your reserve. Check the result before planning the next leg, and do not keep pressing E at a drop that has already disappeared. The visible gauge change is the confirmation you need.

CHAPTER 06

VI. The Cabin and the Return

Getting there is useful only if it changes your condition.



Approach the drop until Eat Meat appears; then check the hunger gauge after using it.

Know your shelter from both directions

Use the cabin as a landmark before the weather becomes difficult. Look back at it when leaving and learn how its outline relates to the slope and trees. A place that is easy to recognize while facing away from the valley can look very different on the return.

Keep a conservative first route between the sled, nearby hunting ground and the cabin. Expand your range after you can recover warmth reliably. The point is to learn a working circuit, not to prove that the sled can carry you beyond your own navigation.

Approach the warmth

Use E on an available door prompt to open or close it. Allow the door to move before attempting another interaction. Then enter the actual warmth area around the fire and watch the heat gauge rise.

If the cabin is visible but your heat is still falling, change your position rather than waiting on the assumption that shelter is active. In this demo the warmth comes from a defined zone. The meter is the most trustworthy confirmation of being inside it.

Make the next decision at shelter

A pause near the fire is a chance to count rounds, note your food reserve and choose a route. Reload before setting out so the next animal does not reveal an empty weapon for you.

Decide on one immediate goal: find enough food to stabilize, learn a shorter return, or continue toward the demo's journey condition. Specific goals keep a small expedition from turning into an expensive wander.

CHAPTER 07

VII. A Practical First Expedition

The opening can be learned as one connected loop.

A route for learning

Start with a short sled movement and a recognizable stopping place. Dismount, make a deliberate hunt, follow the wounded animal if necessary, eat its drop and check both gauges. Return to warmth before extending the next trip.

This order teaches all the central relationships. The sled changes your reach, walking and shots spend food, the animal can take time to die, meat helps hunger and the cabin helps heat. None of these lessons requires wandering to the edge of the map.

01. Start the valley from Play and the empty slot.

02. Orient yourself to the sled, cabin and nearby ground.

03. Drive a short distance; stop somewhere recognizable.

04. Leave the sled with E and check rounds with C.

05. Make a clear shot and follow the animal's actual escape route.

06. Eat the meat through the E prompt and read the result.

07. Recover heat at the cabin fire, then reassess the next trip.

The implemented journey condition

The current journey system arms its ending once the food reserve has reached its maximum. Re-entering the sled after that condition triggers the concluding fade and the message Your journey will begin.

This is a prototype endpoint, not a claim that a complete later expedition is contained in the download. The hunting and warmth sequence has been recorded and checked; the full end-to-end journey still needs a complete acceptance run. If you are testing the ending, note your food level and the exact point at which you re-entered the sled.

When conditions change

The valley includes a distortion event as part of its atmosphere. Let a triggered sequence settle, then orient again using the ground, sled and shelter. Do not assume that a sudden presentation change is a new inventory instruction.

The strongest field habit is to recheck the immediate facts after any interruption: where you are, where home is, whether the prey is still visible and which gauge needs attention.

CHAPTER 08

VIII. Trouble in the Field

Diagnose one problem at a time.



The ammunition check confirms six loaded rounds after reloading.

The gun will not help

Check that you are on foot, that the game window has focus and that the selected weapon has rounds. Use C, reload with R and settle the view on a clear target. If the animal runs after a hit, look for bleeding before declaring the shot ineffective.

If a weapon switch seems to change the count, remember that the variants maintain their own loaded state. Read the selected label rather than relying on the count from the previous weapon.

The interaction will not happen

For meat, get close enough for Eat Meat to appear. For the sled, return to its entry area. For a door, wait until its present movement finishes. E is contextual; standing near several usable objects can make a vague approach confusing.

If you have already eaten a drop, it is gone. If hunger is full, another eating action is unnecessary. If heat is not increasing near the cabin, move into the actual fire zone and verify the meter.

Failure, restart and useful reports

Freezing and starvation end the current attempt and return to the menu after the death presentation. Begin again from Play. Do not rely on the file-slot image as a verified persistent save; the reviewed start action loads the game scene.

For a useful report, include the platform and build date, the last action, the visible gauges and whether you were walking or driving. A short description such as heat falling beside the cabin is far more actionable than everything stopped.

Field glossary

Heat: your reserve against freezing. Hunger: the food-reserve gauge; higher is better. Bleed-out: the delayed death of wounded prey. Meat drop: the prompt-driven food left by a dead animal. Warmth zone: the area where the fire actually restores heat.

Loaded rounds: ammunition currently available in the selected weapon. Variant: a selectable gun presentation with its own loaded state. Journey condition: the food milestone that arms the demo's sled-entry ending. Return route: the part of the plan to remember before beginning the hunt.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Walk	W A S D or arrow keys	
Look / aim	Mouse	Aim through the center of the view.
Run	Left Shift	Spends food faster than walking.
Jump	Space	
Drive / reverse	W / S	While aboard the sled.

Action	Control	Remember
Steer	A / D	Allow turning room.
Leave / enter sled	E	Re-enter when close.
Use nearby object / eat meat	E	Follow the actual prompt.
Fire	Left mouse or Enter	On foot with loaded rounds.
Reload	R	
Count rounds	C	
Change weapon variant	Mouse wheel	