KADABRA GAMES

YOUR HAPPY PLACE



A GUIDE TO GETTING THROUGH

ILLUSTRATED PLAYER'S MANUAL

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For the public v0.1.0 release on Windows, macOS and Linux. This book follows the available mechanics and controls; it is not a complete solution to every place in the game.

FOREWORD

Enter the world

A corridor can be reassuring until it repeats. A vending machine can be helpful until you discover what you are saving for. Your Happy Place invites you to find a route through offices, maintenance spaces, fog and the uneasy country beyond them.

This is a first-person exploration and survival game. Search for coins and supplies, protect your health and find the way out. The useful objects are ordinary enough to recognize, but the decisions they create are less comfortable: food or speed, a splint or protective equipment, another look around a room or the risk of going farther.

The following pages explain how those decisions work. They leave room for discovering the environment yourself. A manual should help you read a machine, a wound or a doorway; it need not remove the unease from walking through it.



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

CHAPTER 01

I. Entering the Place

Keep the complete download together.

Install the public edition

Download the archive for your computer from the game page, then extract it before playing. On Windows, use Extract All and run the game program from the resulting folder. On Linux or macOS, use the native program or launcher included with that platform’s package. Keep the accompanying data and libraries in their original arrangement.

The latest verified public release is v0.1.0. Later filming builds are not a separate promised content update. A scene staged for a trailer can demonstrate a real item without proving that the item was earned in the preceding shot.

Set a readable view

Before committing to a long exploration, adjust sensitivity, field of view, quality and volume through the available settings. The office colors, fog and rough video appearance are part of the presentation, but you still need a readable interface and comfortable movement.

Keep effects audible enough to recognize interaction feedback, while allowing quieter ambience its place. Use the game’s independent sound controls to suit your room. The volume controls on a website trailer are separate from the native game’s settings.

Begin with a small route

Orient yourself in the outdoor starting area before going deeper. Look for the entrance route and the elevator approach. Once inside, note the way you arrived before following the next branch. The first useful achievement is a route you can recognize in both directions.

Do not measure an exploration game only by distance covered. A coin collected, a machine understood or a safe return from a dangerous room can make the next attempt more effective than a fast run into unfamiliar corridors.

CHAPTER 02

II. How to Occupy a Room

Height, footing and attention are part of navigation.



An office corridor from the existing cinematic artwork.

Walking, looking and running

Use W, A, S and D to move and the mouse to look. Hold Shift while moving forward in a standing stance to sprint. Space jumps. The right mouse button zooms the view, giving you a closer look without replacing the need to approach an interaction.

Turn to inspect landmarks before accelerating. Sprinting down a repeated corridor is quick, but it also makes it easy to miss a branch, safe or return doorway. Move deliberately when the floor or a drop is hard to read.

Crouch and prone

Tap Control to toggle crouch. Hold it, or double-tap it, to toggle prone. Space requests a return toward standing and a jump where the geometry allows. Low stances change both your view and your movement; they are useful for examining confined routes rather than merely cosmetic poses.

If you cannot stand, check the space above you. Move clear of a low obstacle before trying again. Do not assume a low viewpoint after crawling means the mouse sensitivity or camera has failed.

Ladders and the elevator

Approach a ladder and use its E interaction to mount. Move along the ladder's path; the ends provide transitions back to ordinary movement. A controlled climb is preferable to stepping off a high edge and hoping the floor is forgiving.

For the elevator, approach, enter the cabin and allow the ride to finish before exiting. Treat the transition as a journey through a specific entrance. Rushing back and forth over the threshold can make it harder to understand which stage you are seeing.

CHAPTER 03

III. Read Your Own Condition

An item in the inventory is not always an item in use.

The health display

Watch the health value, portrait and damage feedback. The game has hazards including gas and falls; losing health is a reason to identify the source before consuming more supplies. Healing while remaining in a harmful place can spend food without solving the problem.

Status effects explain changes such as a broken leg, gas exposure or a speed boost. Read their meaning before treating slower movement as poor performance. A damaged leg is an actual movement penalty.

Inventory and quick slots

The inventory shows what you own, how many uses remain and whether equipment is active. Use the displayed inventory controls or number keys 1 through 6 for the corresponding visible quick slots. Check the item in the slot instead of assuming a particular number always means a particular purchase.

Consumables are spent when used. Equipment can be toggled. Picking up a snack adds it to inventory; it is not the same as eating it. Newly collected protective equipment may equip on collection, while equipment received through a safe should be checked in the inventory.

Messages are receipts

A pickup message confirms collection. A used-item message confirms consumption. An equipped or unequipped message tells you the state of a mask or goggles. At a vending machine, a successful purchase is followed by a separate collection step.

Take a moment to read these messages. Many apparent failures come from skipping one stage: paying without collecting, collecting without consuming, or owning equipment without having it active.

CHAPTER 04

IV. Exact Change

The machine is an object in the room, not an invisible shop menu.

Find coins and approach

Collect coins while exploring, and check your wallet before choosing a purchase. Approach the vending machine and use its interaction to inspect it. In the focused view, look at the coin slot, the products and the return control; the machine responds to the part you are actually targeting.

Read the price and the item description. SPEEED, a healing snack and a mask answer different problems. Spending three coins on faster movement does not cure a wound or protect you from gas.

Pay, select, collect

Aim at the coin slot and activate it to insert credit. Let each payment action finish. Then target the intended product and select it once the machine has enough credit. A successful purchase dispenses an item below; look down and collect it with E.

If you change your mind before purchasing, use the coin return. If you see Coin insertion in progress, wait instead of clicking every control. If the message asks you to aim at the coin slot or product, move the view to the correct machine part.

Leave with the actual item

Confirm the pickup message and inventory entry before walking away. A canister visible in the delivery area is still part of the transaction until collected. To leave inspection, step back or sideways with S, A or D, or use Space.

After collecting, use a consumable when you need its effect. Equipment should be checked for the active indicator. Buying goggles does not supply a gas mask, and neither item is produced by a SPEEED purchase.

01. Check the wallet, product and price.

02. Enter the machine’s inspection view.

03. Insert enough coins, allowing the payment action to finish.

04. Select the intended product.

05. Collect the delivery below with E.

06. Confirm inventory, then use or equip the item as appropriate.

CHAPTER 05

V. The Supply Catalogue

Spend for the next problem you expect to face.



The real vending interface, with wallet, product display and inventory.

Food and recovery

Cheese Crackers cost one coin and restore ten health when used. The Carpet Snack Pack costs three and restores fifty. The larger snack offers more total healing for the price, but carrying the right amount matters: healing cannot raise health above its maximum.

An Emergency Splint costs ten coins and removes the movement penalty from a broken leg. It does not restore health. After a bad fall, you may need both a splint for mobility and a snack for the lost health. The game will refuse a splint when there is no broken leg to treat.

SPEEED

A SPEEED costs three coins. Using one permanently increases movement speed by twelve percent; repeated uses multiply rather than simply adding twelve percentage points to the original speed. Two uses therefore provide more than a twenty-four-percent increase over the starting speed.

The benefit is travel time, not safety. Faster movement does not cancel fall damage or filter gas. Buy it when your immediate health and protection needs are covered, and give yourself time to adjust to the new pace near edges and tight doorways.

Protection and perception

The Gas Mask costs fifteen coins. While equipped, it blocks gas damage, but its two lenses restrict the view. Infrared Goggles also cost fifteen coins. While equipped, they show thin red environment edges through gas and fog.

The goggles help you read visible structure; they are not a promise of seeing every enemy through solid walls. A clearer picture also does not make poisonous air harmless. If a route has both poor visibility and gas, perception and protection are separate needs.

Item	Coins	Effect when used or equipped
Cheese Crackers	1	Restore 10 health
Carpet Snack Pack	3	Restore 50 health
SPEEED	3	Permanent ×1.12 movement-speed multiplier
Emergency Splint	10	Remove broken-leg slowdown; no healing
Gas Mask	15	Block gas damage; restricted view
Infrared Goggles	15	Reveal environment edges through fog and gas

CHAPTER 06

VI. Falls, Gas and Bad Decisions

Treat the cause before spending the cure.

Respect a drop

Falls can injure you, break a leg or kill. In the current rules, damage begins around five feet, a fall of ten feet can break the leg, and fifteen feet is fatal. These are the game’s thresholds, not permission to estimate a ledge to the last inch.

Use ladders and connected walking routes where available. A seemingly modest drop can leave you slow, low on health and far from a vending machine. Saving a few seconds by jumping may cost both supplies and an entire return journey.

A broken leg changes the route

The broken-leg condition halves movement speed until repaired with an Emergency Splint. Food can replenish health without removing that penalty. If movement remains slow after eating, read the status indicator instead of consuming another snack by reflex.

Avoid compounding the injury with another fall. Move toward a safe, known route and obtain the actual treatment. A speed boost and a splint perform different jobs; do not assume a boost has repaired the underlying condition.

Gas and visibility

Gas can deal continuing health damage while you remain exposed without an equipped mask. Move back out of the hazardous volume if protection is unavailable. After equipping the mask, confirm its active state rather than assuming ownership is enough.

Infrared can make the same room easier to interpret through fog. Turn it on to examine structure, then compare the unfiltered view when safe. Use it as an aid to navigation, not as a guarantee that an unfamiliar passage contains no hazard.

CHAPTER 07

VII. A Useful Route Through the Unknown

Explore in loops that return to something familiar.

Search one space completely

On entering a room, identify exits, changes in height and usable furniture before choosing the next branch. Follow a consistent side of the room so you can tell a newly discovered opening from the one you arrived through.

Coins, safes and supplies make observation worthwhile. Some safes award consumables and others can contain larger equipment. Read the loot message, then inspect the inventory; a reward can change which route is sensible next.

Choose a purpose for the next trip

If health is low, aim for recovery and a short route. If a known path contains gas, save toward protection. If repeated safe journeys are consuming your time, a speed upgrade may be useful. If fog makes landmarks difficult to read, infrared can make the environment clearer.

This turns the catalogue into strategy rather than a shopping list. The best purchase is the one that solves the next obstacle on your actual route. A distant plan is a poor reason to spend the coins needed to survive the room you are in.

Look for the way out

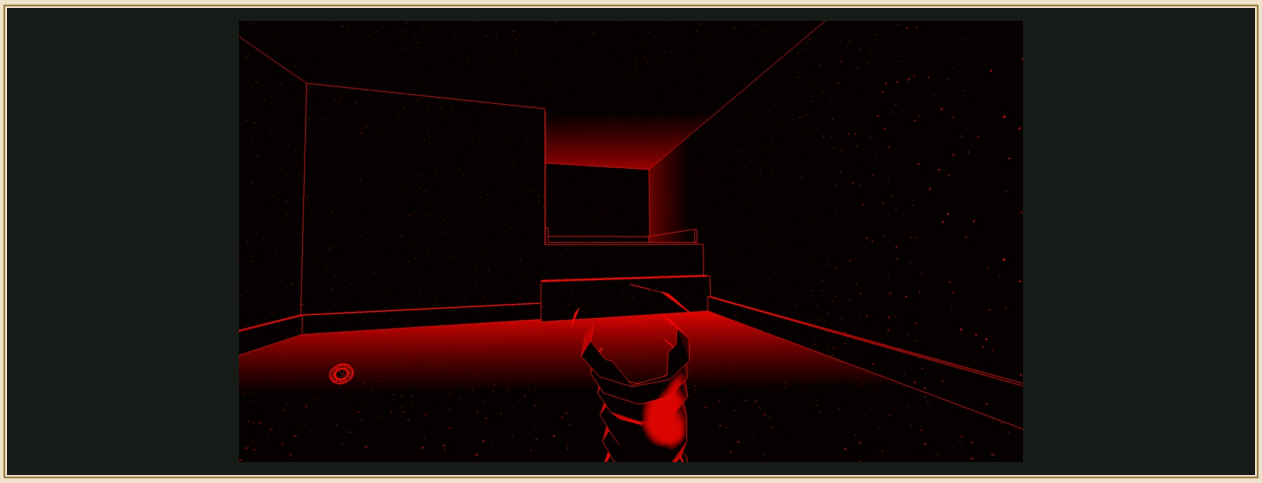
The game's larger objective is to find its hidden exit through the connected environments. Offices, maintenance areas, open chambers and outdoor routes are parts of that search. A bright or dramatic-looking opening is worth examining, but use the actual passage and completion feedback rather than declaring victory from appearance alone.

This handbook does not give a fabricated room-by-room solution for a route that the production recordings do not show continuously. Keep a simple sketch of your own explored connections. That record is more useful than a confident map of a different build.

CHAPTER 08

VIII. Save, Return, Continue

A checkpoint should be a state you recognize.



Infrared emphasizes the room’s edges. Prepared equipment demonstration in the actual game.

Make a deliberate save

Open the menu and choose Save Game. Wait for Game Saved before exiting or moving on. The save records the player’s scene, position, orientation, health, coins, inventory and equipment, along with speed boosts, leg condition and collected-coin state.

Save after meaningful progress and in a position you can identify. The current system uses a single save file, so treat another save as replacing the previous checkpoint rather than creating a named collection of slots.

Load and verify

Use Load Game from the main menu when a valid save is available. Once restored, check your surroundings and the main inventory or condition values. A saved office location may require its environment to load before normal play resumes.

The save describes the player and selected collected-world state. It should not be treated as a guarantee that every loose object or every safe opening in the world has been preserved. If something differs, report the object and the location instead of assuming your entire save is gone.

When something seems wrong

If you cannot move, close a menu or leave vending inspection and give focus back to the game. If you cannot use an item, check ownership, the correct slot and whether the relevant need exists: full health refuses healing, and an unbroken leg does not need a splint.

For gas damage, check the equipped mask indicator. For a missing purchase, check the machine's delivery area. For slow movement, check stance and broken-leg status before changing graphics settings. For a save problem, keep the exact success or failure message.

Visitor's glossary

Wallet: coins you carry. Inserted credit: coins currently paid into the machine. Delivery: a purchased item waiting below it. Consumable: an item spent to apply an effect. Equipment: a carried item that can be active or inactive.

Status effect: a condition such as speed, choking or a broken leg. Prone: the lowest movement stance. Infrared: a view emphasizing environment edges through fog. Save: your most recent recorded player checkpoint. Exit: the destination to discover, not merely the next corridor.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Move	W A S D	
Look	Mouse	
Sprint	Shift while standing and moving forward	
Jump / request standing	Space	Low overhead geometry can prevent standing.

Action	Control	Remember
Crouch	Tap Control	
Prone	Hold or double-tap Control	
Zoom view	Right mouse	
Interact / collect	E	Read the target prompt.
Select machine target	Left mouse or E in inspection	Aim at slot, product, return or delivery.
Leave machine inspection	A, D, S or Space	
Use visible inventory slot	1-6	Read the current slot contents.
Menu / save access	Escape	