# High Albedo: Twisted Skies
The Guide

For Version 1.3

WARNING: This guide is for a program that is under constant development. It may not include all changes. This guide is NOT definitive, there are plenty of undocumented features.

This guide is meant to be read from start to finish in order, and it is written assuming you know stuff from earlier in the guide.

Getting Started

Thank you for downloading High Albedo! This guide is designed to help you get into the game quickly, so the most important contents for getting started are presented first. Anything else can wait.
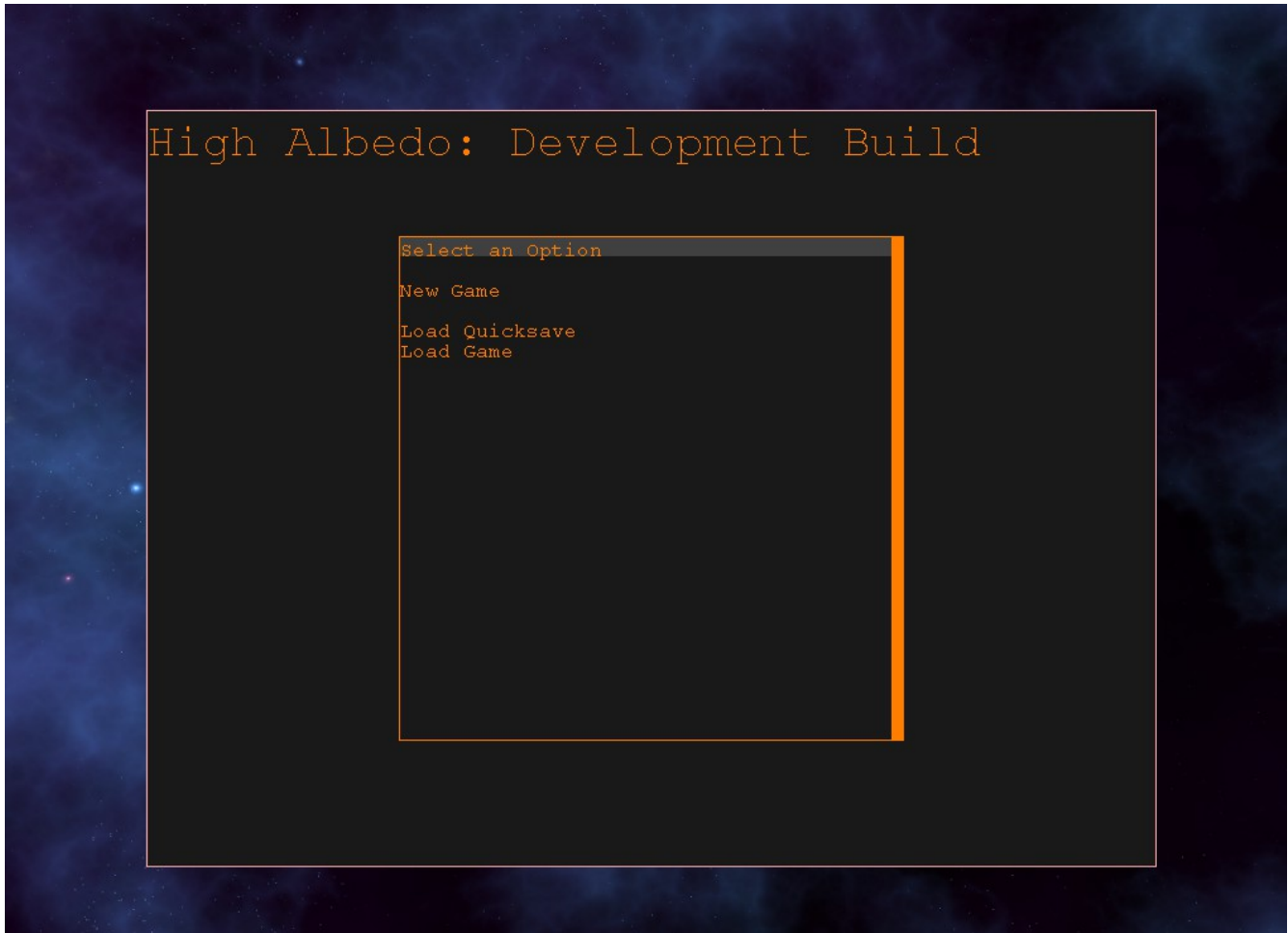
This is the screen you will see upon starting High Albedo. For this guide, all screen shots are in 1024 x 768 resolution to conserve space in the document.

Here are your options:
- **New Game** – Starts a new game.
- **Load Quicksave** – Loads the quicksave, which is saved by pressing F11 (and can be loaded by pressing F12 once you're in the actual game).
- **Load Game** – Loads any game from the save folder.

Once you are in-game, you can get back to this menu by pressing F1. You will also see three new options.
- **Save Game** – Allows you to save into slots, a new slot is added whenever you fill the one before it.
- **Settings** – Lets you adjust some aspects of your game

- **Planet detail** – High Albedo generates procedural planets, and this task can take some time on slower machines. If the generation times are too long, you can shorten them significantly by reducing detail. Alternatively, you can increase the detail, if you are willing to wait.
  - **Enable Sound Effects** – Toggles the weapon, engine, and other sound effects.
  - **Enable Music** – Toggles music.
- **Resume** – Return to the game.

Your New Game

When you start a new game, you will be in the Cab (as defined in the universe file). This ship has a pretty small cargo hold and an uninspiring selection of weapons, but it is pretty damn fast!

Here's a crash course in your UI.
HINT: Pressing F5 will deselect all windows.
- **Your Ship** – This is your ship! You can turn and thrust by pressing the Arrow keys on your keyboard (left and right steer, up and down thrust forward and reverse). Pressing SPACE will fire all your active weapons.

- HINT: The different windows on your screen have focus! If you click on one, it gets focus, just like in most real display managers. When working in a window, you cannot steer or fire weapons because the window is intercepting those commands. Pressing F5 or clicking in empty space will defocus all windows and return to free flight mode.
- **Module List** – This lists the equipment fit to your ship. The percentage indicates how ready the equipment is, and must be at 100% to use the module. Modules are activated by pressing SPACE. You can toggle a module on or off by clicking on it in the list.
- **Sensor List** – This is a list of all nearby ships and stations. You can target a ship by clicking its entry in the list.
- **Targeting View** – This shows the position of your target, what direction the nose of your ship is facing (cyan line), and the range of the equipment selected in the module list (yellow circle). It is a simplified sensor view for targeting enemies in combat.
  - HINT: Pressing R while fighting will target the nearest enemy.
  - HINT: You can click on a ship or station in space to target it.
- **Target Details** – Shows more information about your current target such as the name, the type of ship, the faction it belongs to, and how far away it is.
- **Shield, Hull, Fuel** – Shows how much of these resources you have left.
  - HINT: Fuel is needed to steer and accelerate! Maneuvering in space consumes fuel, and to replenish the fuel supply you need to dock. When docked, your fuel is automatically set to 100%.
  - HINT: Hull damage can be repaired by firing a repair beam at the damaged ship, meaning you need 2 ships to make repairs (one to fire the beam, one to be repaired).
  - HINT: You can also buy repair pastes from some stations such as shipyards which can repair a ship, but it consumes paste to repair damage. More damage needs more paste.
  - HINT: Shields will regenerate over time.
- **Overview** – The overview is your primary instrument for viewing the world. It shows the locations of planets, stations, ships, asteroids, and jumpholes in the system.
  - HINT: The overview can be filtered. When the overview is focused, pressing PAGE UP will filter out space stations, pressing PAGE DOWN will filter out ships. You can also zoom in and out by pressing the HOME (in) and END (out) keys. Be aware you get diminishing returns at longer ranges.
  - HINT: The overview shows which way you are pointing (cyan line) and which way you are traveling (yellow line).

In addition, you can control the rate time passing using the keys 1 – 5. 3 is normal.

So, now that you have an idea how to navigate, how about we make some money?

Making Money

High Albedo is a very complex game with many ways to make money. Here are the basics.
- **Trading** – Buy low, sell high. Traders can be automated.

- **Missions** – Given out by talking to NPCs that are at least of neutral standing to you, these can be very challenging.
- **Salvaging** – Scooping up the freight and weapons dropped by destroyed enemies and selling them.
- **Running Stations** – You can purchase your own space stations that can produce a profit by producing products from resources you supply it.
- **Mining** – As of v1.2, you can only mine using space stations. You need to find an asteroid and put a mine on it. Asteroids are usually located in neutral space. In future versions, you will be able to mine using a mining module.

A Trade Run

Lets do a simple trade run. In your new game, dock with the station 'Ageiran Solar Power Plant 22'. To do this, select the station in the sensor list, press F5 (to return to free flight), and press D to dock. The docking sequence is automated.

Once docked, you will need to press T to bring up the trade window. You can hide the sensor windows by pressing E and S. You can press those later to get them back.

HINT: Pressing F6 will hide all windows.

This station produces standard energy units. You can see that the station buys atmospheric gases and sells standard energy units. We want to buy some energy. Click on the standard energy unit entry and then click buy.

You will need to enter a quantity to buy. You cab can't carry many, but buying even one is good for this example. You can see information about your cargo bay, (contents, volume used, etc) from the trade window as well.

Once you've entered a quantity, press enter and the trade will attempt. Trades will fail if you don't have the cash to cover the trade, or the station cannot supply you with enough of the product.

HINT: Stations really do convert their resources into products, so they need to be kept supplied to be productive. Stations have limited space to store products and resources.

Now, in free flight mode press D to undock. Once you've undocked, we need to go to another station to sell these. Fortunately, the start system has an MRE factory.

The MRE factory is kind of far away, but we can dock with it using the Property Window. This window lets you see all the ships and stations you own and manage them remotely! Right now you only have 1 ship and no stations, but you can still use the autopilot features.
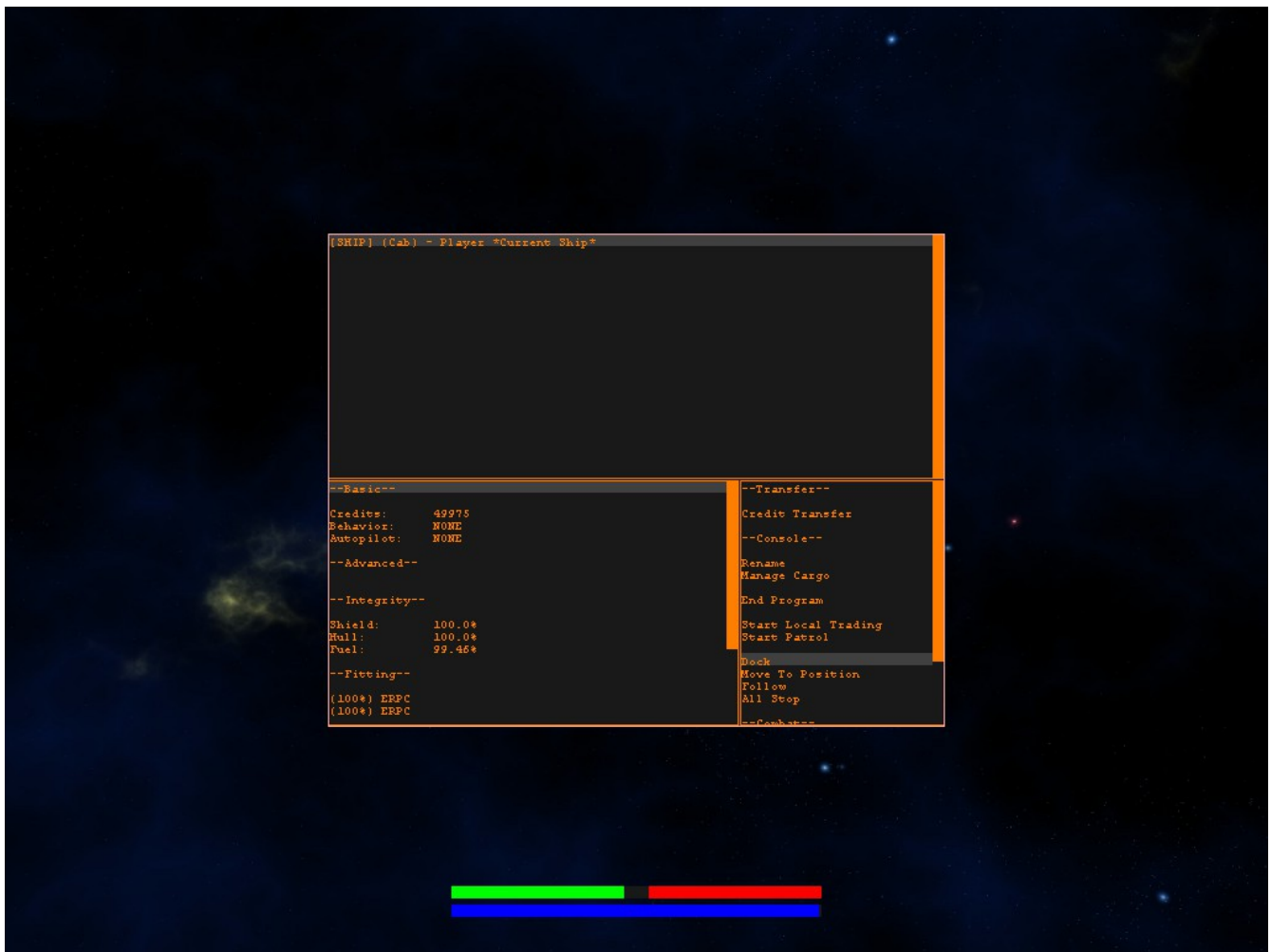
Press P in free flight to bring up the property window, then pick your Cab from the list of things you own at the top.

You'll see information about the selected property on the bottom left, and a list of commands on the bottom right. Although those commands are cool, we just need to dock. Pick 'Dock' from the list.

A list of friendly stations in the system will pop up. Select 'Ageiran MRE Factory 3' from the list. Your ship will now fly to this station and dock there.

> HINT: Hostile stations will not be included in this list. They wouldn't broadcast their location to you!

Once docked, press T to bring the trade window back up.
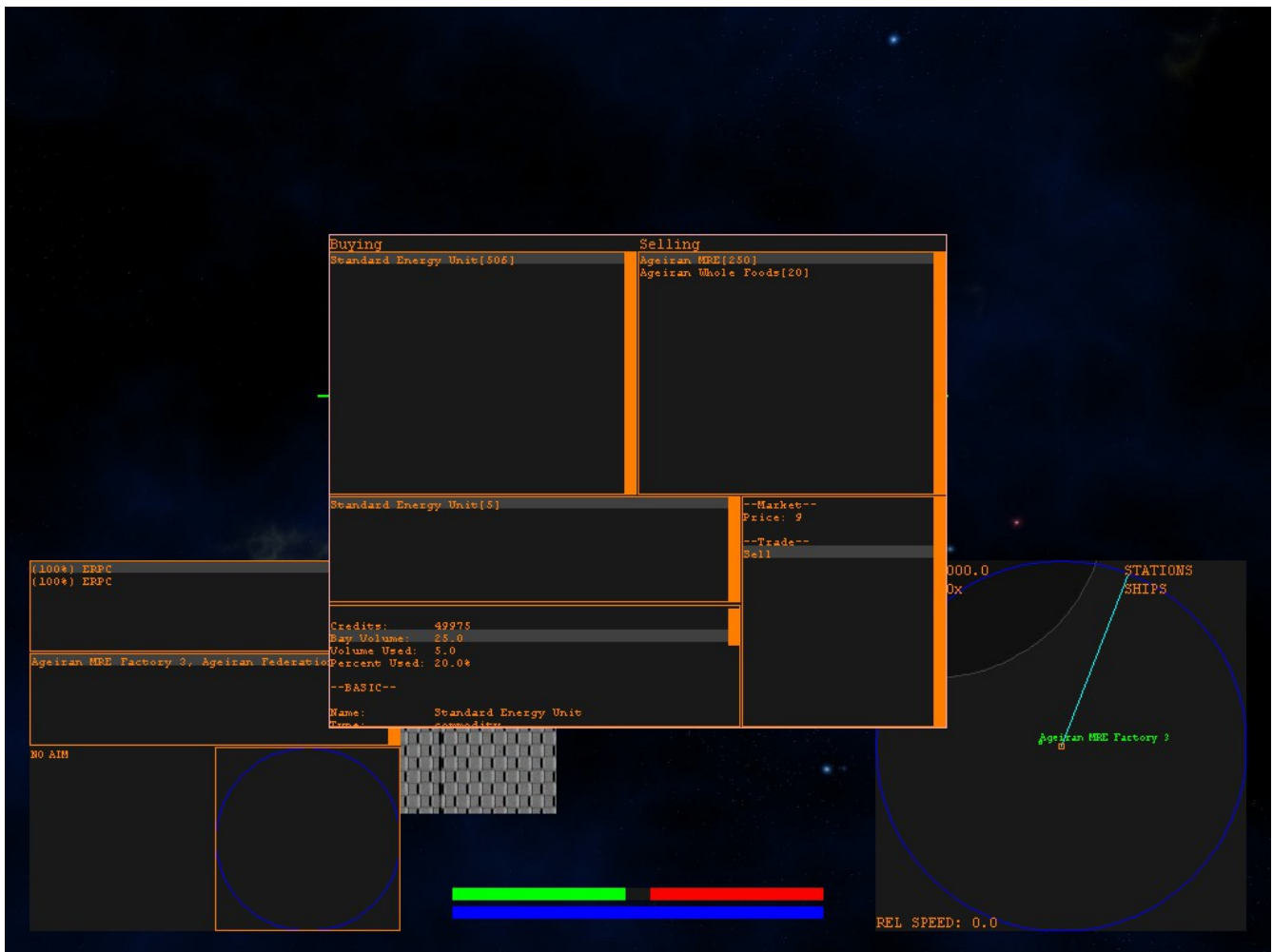
To sell your energy units, click on the standard energy units in your ship's cargo, which is in the middle panel. Then click sell, and enter the quantity to sell.

Repeat until bored! Remember, you have real competition. Those NPCs you see flying around are persistent, and keep going about their routines even when you are in another system. In this living world, prices will fluctuate due to trade, and you are in direct competition with every NPC trader in the universe!

Exploring The World

High Albedo has lots of systems to explore. You can move between systems in 2 ways.
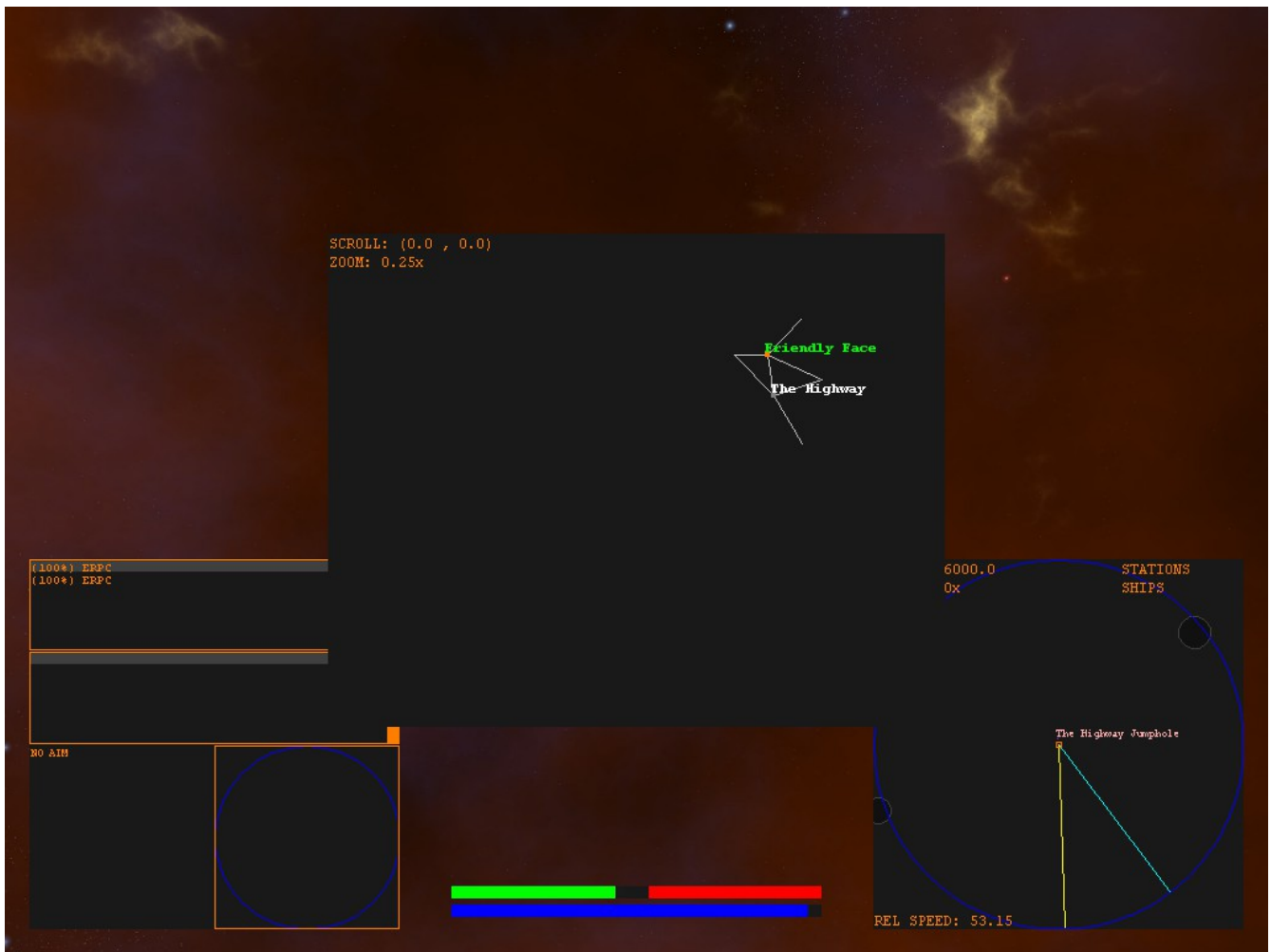 • Flying through jumpholes.
  • Using a jumpdrive.

Since you don't have a jumpdrive yet, you'll need to use the jumphole network. If you had a jump drive, you just order your ship to jump from the property window.

  HINT: Jump drives consume lots of fuel. The property window will only show you systems in jump range.

You can use your property window to fly to jumpholes by issuing the 'Move to Position' command. Alternatively, you can find a jumphole on the overview and fly to it manually. Once at a jumphole, you literally just fly into it.
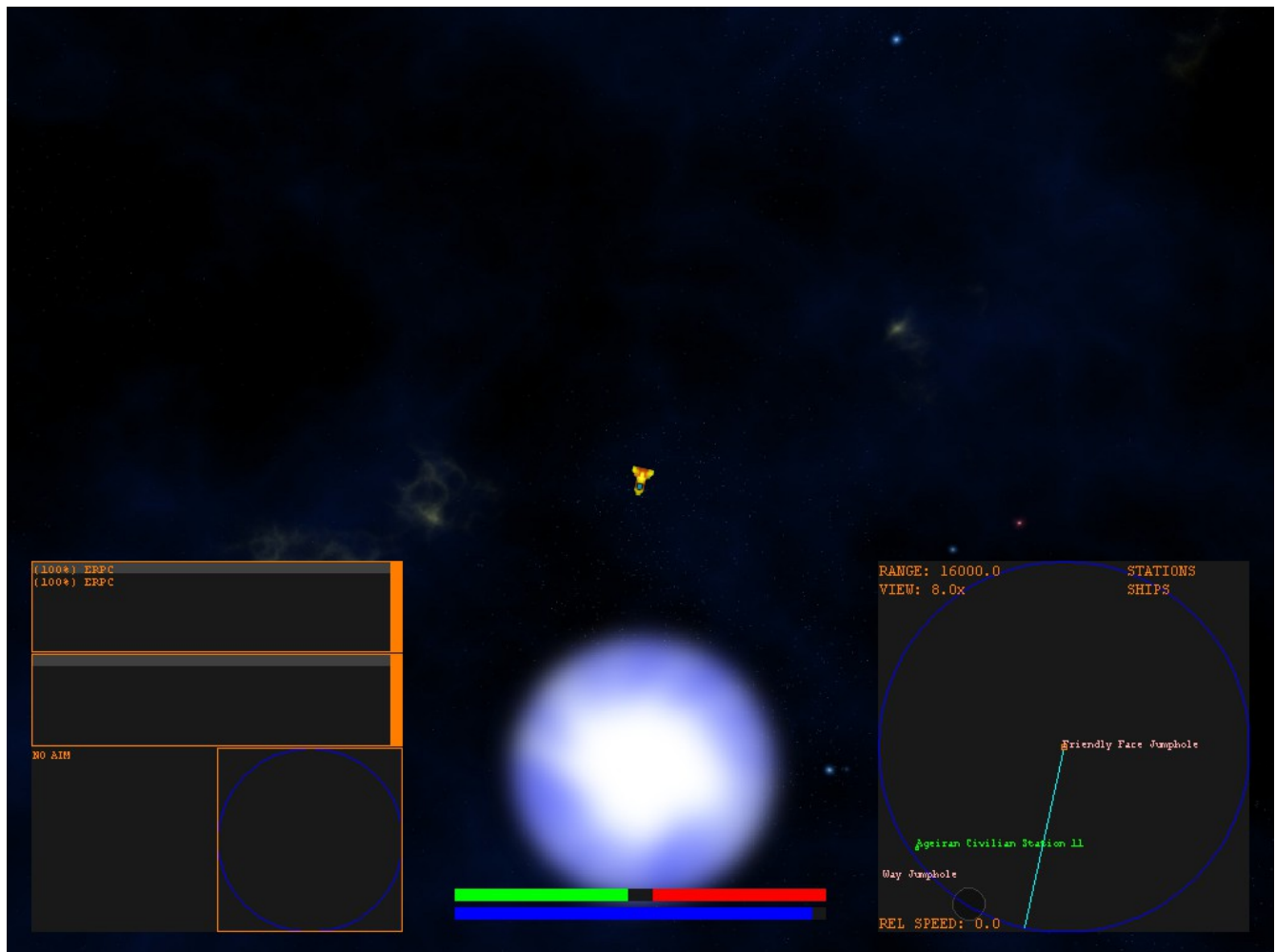
Of course, you might want to see where you are in the grand scheme of the universe. A map view is provided and can be reviewed by pressing M while in free flight. The map will only show systems you, or one of your ships, have visited.

SCROLL: (0.0 , 0.0)
ZOOM: 0.25x

Friendly Face

The Highway

(100%) ERPC
(100%) ERPC

NO AIM

6000.0
0x

STATIONS
SHIPS

The Highway Jumphole

REL SPEED: 53.15

There are lots of factions in this game, and you might want to check your reputation. Pressing L in free flight brings up the standings window. Note that you can gain reputation by completing missions for a faction and by destroying enemies of the faction.

Factions that are neutral will offer you missions, but not rumors. Friendly factions will offer both missions and rumors. Hostile factions will offer neither and will probably attack you, and certainly won't let you dock at their stations.

You can get rumors and missions from NPCs you see flying around, just target them and press H (once again, in free flight mode) to hail them.

A new window will open in the upper left of the screen. This is the conversation window, and it's how you'll talk to NPCs and read messages. You can hide this window by pressing I.
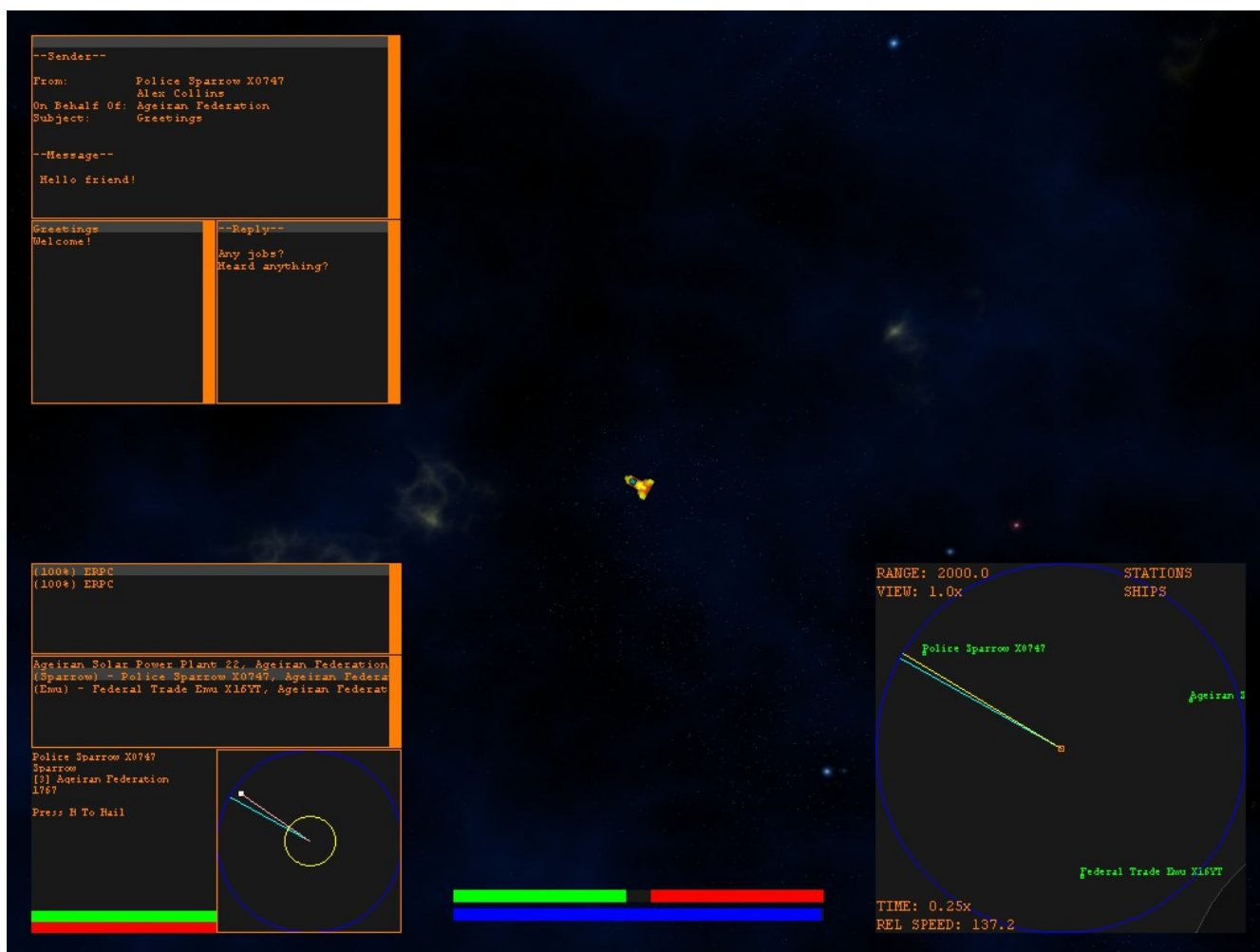
Hailing hostile NPCs will just get you nasty messages.

Missions

The missions in High Albedo are non trivial. They can be divided into 4 different types.

- **Wingman** – You have to stay within range of the ship for a certain amount of time. These have a low payout but are relatively easy to complete and are a good way to get quick cash early on.
- **Bounty Hunt** – You will be told to go kill a specific NPC that was last seen in a specific system. These are really hard because you might not have discovered the system yet, and the NPC is going about its normal routine the whole time and might leave the system and go to another.
- **Destroy Station** – Blow up a specific space station. You'll need a fair amount of firepower to do this, and destroying a station is a massive reputation hit.
- **Bulk Delivery** – Deliver a bulk shipment of a good to a station. The shipment must be delivered all at once, so you'll need a ship with sufficient cargo space.

Remember, these missions are NOT scaled with your progress. You will be offered missions that, early on, are impossible. Be careful what you agree to do.

Also, remember that missions never spawn anything. That NPC you have to kill or station you have to destroy was already there minding its own business before your agent painted it as a target.

Automated Trading

Scale is important, so I've given you the ability to automate trade ships. First, you'll need to buy more ships. Ships can be purchased at shipyards such as Fleet Armories (ITC), Federal Armories (Orin Federation), Royal Military Bases (Caina Conglemerate), and Ageiran Shipyards (Ageiran Federation). Pirate bases and corporate Hqs will also sell some ships.

There are 2 kinds of automatic traders. The first is the local trader, which will trade only in the solar system you told it to. Then there is the wide trader, which will go anywhere. All ships can be local traders out of the box, however wide traders require a jumpdrive (the command is unavailable if there is not one on the ship). Jumpdrives can usually be found in the same station you bought the ship.
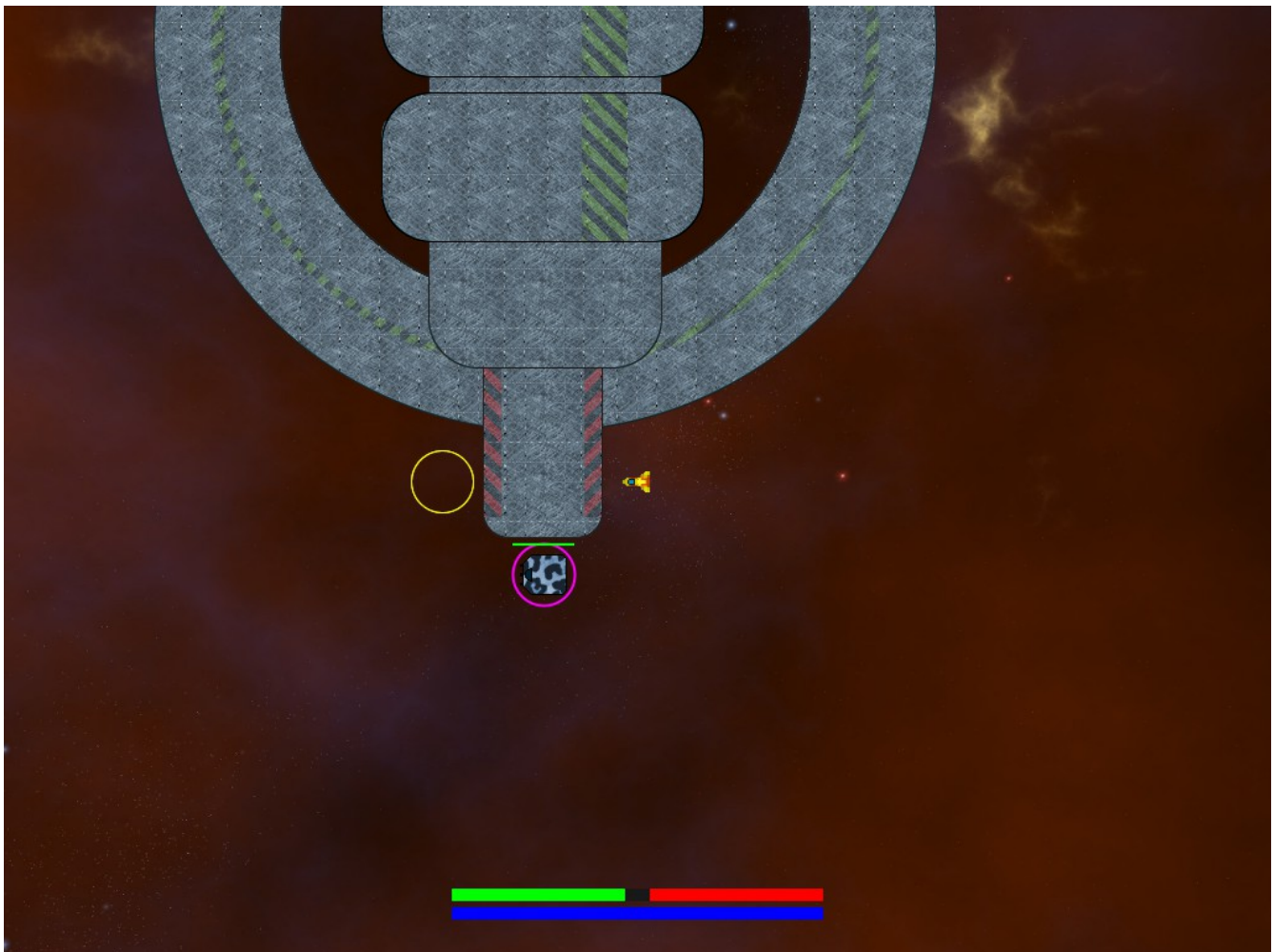
Lets walk through setting up an automated trader. First, dock in a station that sells ships. Next

you'll want to open the trade window and buy a ship like any other good.

> HINT: Stations have finite docking ports. You cannot buy a ship if there are no free docking ports for the ship to appear in.

I bought a Wildabeast from the ITC. You can see it docked (it has a purple reticule). Now, open your property window and select the ship you bought. The first thing to do is transfer it some credits so it has money to trade with. Select the 'Credit Transfer' command and send it some money, maybe 50,000 credits.

> HINT: You can transfer money back to your ship by transferring a negative amount of credits.

> HINT: You can switch ships by using the 'Switch Ship' command.

If you wanted a local trader, just issue the 'Start Local Trading' command. Otherwise, continue reading.

We need to buy a jumpdrive. From the property window, issue the 'Trade With Station' command. This lets you remotely buy and sell. Buy a jumpdrive for your trader.

HINT: Your trader needs enough credits to cover the cost of the jumpdrive! Since you are trading via that ship you are trading using its wallet. All ships have their own wallet.

Once you've bought the jumpdrive, issue the 'Start Wide Trading' command from the property window.

The remote trading window is a little iffy at the moment. If you get stuck in a trade, just enter 0 as the number of the commodity to buy or sell. This basically does nothing. You can reset the property window by pressing F5 then P. Whenever the property window closes it resets back to its default state.

Congratulations on the first step in your trading empire!

Building A Station

Owning your own stations can be a great money maker. To set up a station, you need to buy the kit from a shipyard. Each empire sells their own kinds of stations at their shipyards. However, you need one other piece of equipment: a superfreighter.

Stations take up a lot of cargo space, so only a superfreighter has the room for the kit. You can get a Zebra from the ITC, or you can get an Apparition from the Orin Federation. Once you have your superfreighter, dock it at a shipyard.

Now buy a station. I decided to buy an ITC Food Supply. Undock and fly your ship to the place you want to deploy your station.

Now you'll need to open your cargo bay. In free flight, press C. Select your station in your cargo hold. You will notice the 'Deploy' command on the right side of the window. Select that, and your station will be deployed by your ship.
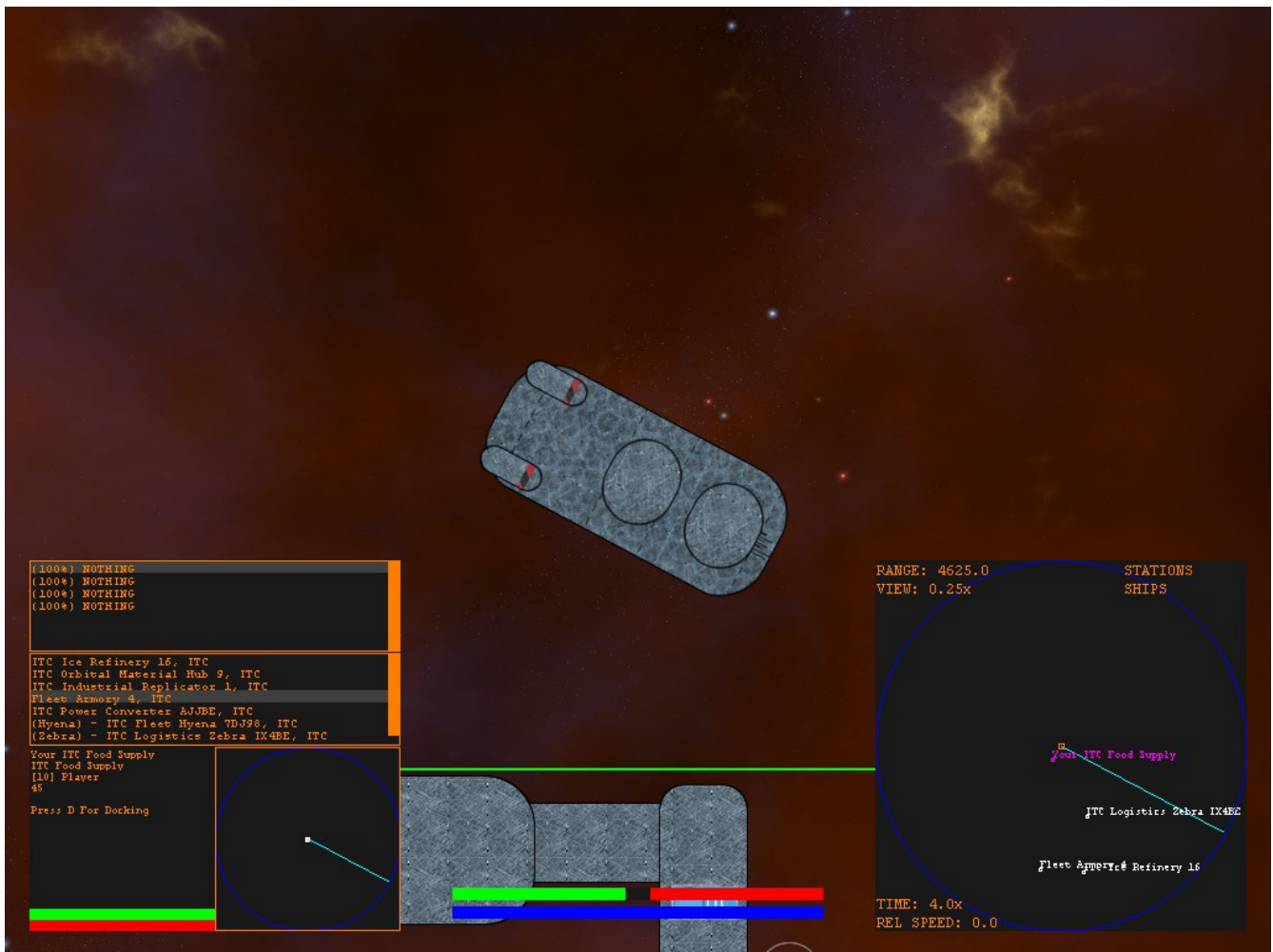
Your station is ready, but it doesn't have any funds. Transfer it some credits using the property window. You can also see your station's jobs, products, and resources from the property window.

You can rely on the NPC traders to supply your station and sell your products, but that's unpredictable. The best way to keep your station running is to attach traders to it.

Buy 2 freighters and give them jumpdrives, and dock them at the station you want to base them at. Now issue the 'Set Homebase' command and select your station.

> HINT: You only get the set homebase command if the ship has a jumpdrive.

Now you get two new commands.
- **Supply Homebase** – This trader will automatically buy the resources your station needs at the best price available.
- **Represent Homebase** – This trader will automatically sell the products your station produces at the best price available.

You can keep a station running with just 2 traders!

HINT: A ship that has a homebase uses the wallet of the station it is based at.

That's all there is to it!

Fitting Equipment

Guns are vital to protection in space. High Albedo provides a wide variety of guns for your ships. To fit something to your ship, it needs to be in your ship's cargo hold. You'll also need a hardpoint of the correct type and volume.

Hardpoints fit a certain kind of weapon (cannon, turret, battery) and have a maximum volume. So if you have a hardpoint for a volume 12 cannon, you can mount any cannon there with a volume of 12 or less. Some factions produce ships with very large hardpoints and are capable of mounting a variety of equipment, while others have a more narrow selection of weapons. Some factions, like the ITC, have a very limited weapon selection (in their case, long range high damage missiles).

Some weapons require charges or ammunition to fire, but most do not. Before you buy a ship, you can see the hardpoints it has and how large they are in the description of the ship.
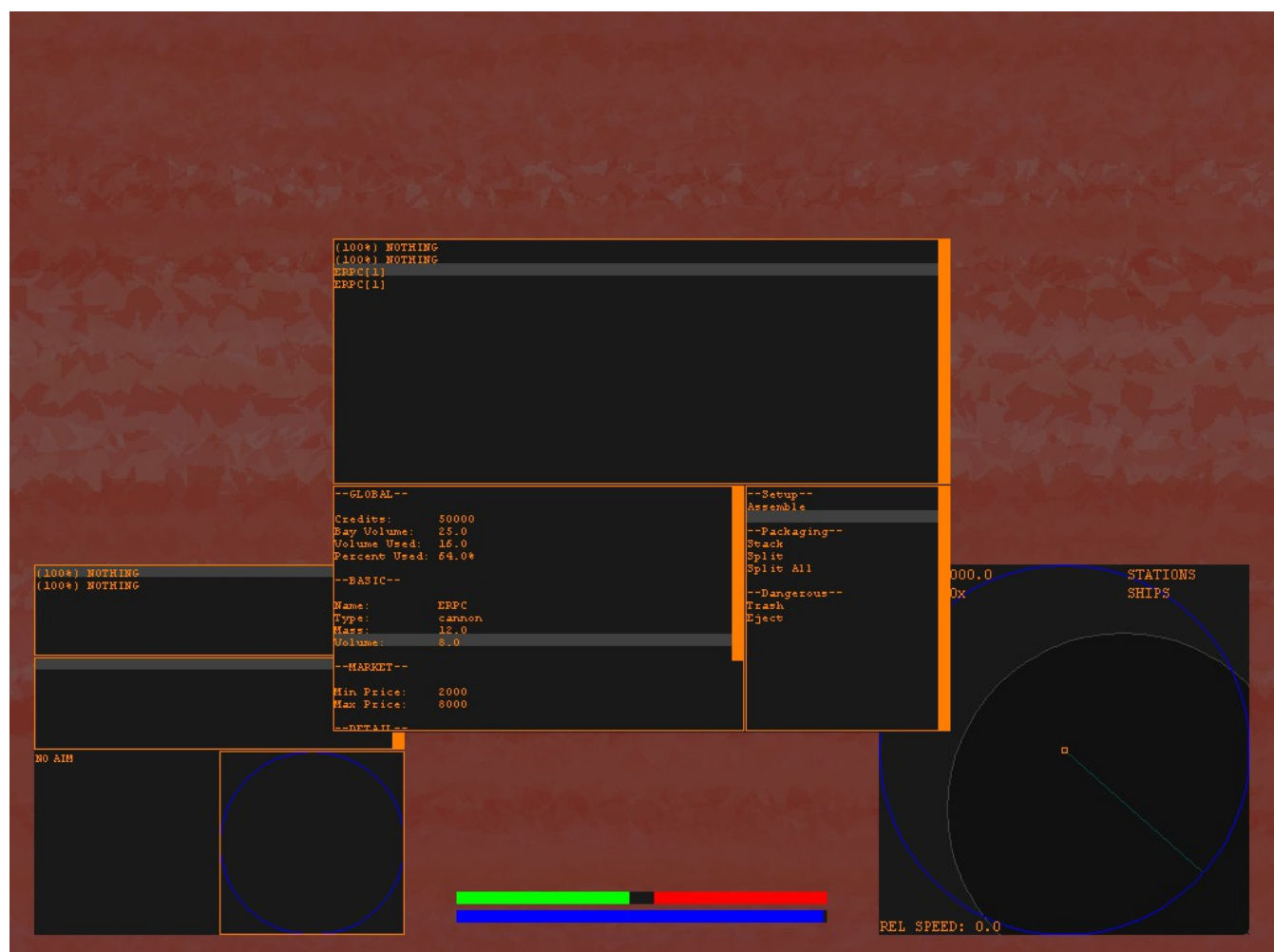
In this example, we are just going to fit ERPCs to a Cab. As you can see in the above, I have two hardpoints with NOTHING in them, and 2 ERPCs in the cargo bay. To access the cargo bay of your ship press C while in free flight. You can also do this remotely via the property window.

Click the ERPC and hit 'Assemble'. Then hit 'Mount'. The ERPC is now fit to one of the slots!

To unfit the ERPC, just click on it and select 'Unmount'. You can then package it in your cargo hold. You can only sell or stack packaged weapons.

Claiming Ships

Depending on the kind of enemy you are fighting, they might be inclined to bail from their ship when their situation looks dire. If you can get their shields down and their hull low, they might just leave their ship floating in space for you to claim.

To claim a ship, you will need Salvage Software, which can be bought from pirate bases or looted from dead Archers' ships. Once you have the software, you will have to go hunting.

Some NPCs bail more often than others, but none bail all the time. Chances could be, depending on the NPC, between 25% and 1%! If you keep at it, you'll find someone who will bail. Be careful not to destroy the ship after they bail, their shields will be down and their hull will have already been heavily damaged.

When someone bails they eject their cargo and become neutral. You can claim their abandoned ship with your salvage software by pressing Z with them targeted, the same as you'd press D to dock or H to hail them. The ship will now be under your control!

It will, however, be heavily damaged so you'll need to get it to safely quickly. You will also incur a standing penalty with the faction they belonged to, although it is a smaller penalty than if you have actually destroyed their ship.